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NHL 99  
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Madden 99  
Glover

Greetings  
N64 Pro readers!  
I'm **Starshot** and  
I'm reviewed on  
page 36!



**Zelda 64**

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Nintendo  
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ISSUE 15 CHRISTMAS 1998





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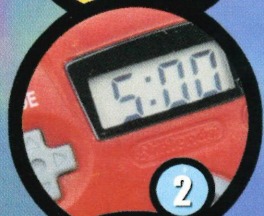
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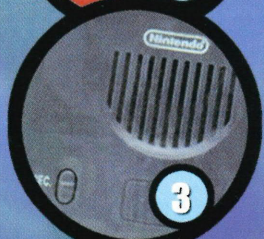
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OFFICIAL! WORLD'S BIGGEST N64 MAG

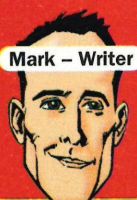
# N64 PRO

## Bigger, badder & better!

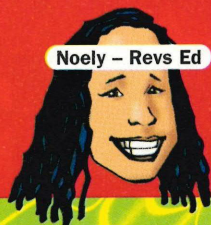
**W**elcome to the all-singing, all-dancing and all games-playing N64 Pro! We're all confident that you'll buzz off the new style big time! A few things need explaining before you plunge inside, so check out the The Eight Commandments while I go off to slaughter the rest of the lads at GoldenEye 007 deathmatch!

### The lads

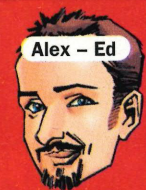
Check out the motliest crew of gamers in the world!



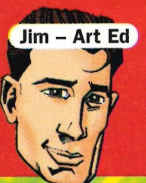
Mark - Writer



Noely - Revs Ed



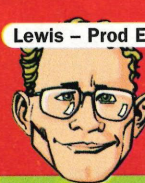
Alex - Ed



Jim - Art Ed



Steve - Dep Ed



Lewis - Prod Ed

### The 8 Commandments

**N64 PRO:** will always review N64 games honestly - and each review will always have a reader comment too

**N64 PRO:** will always be the most up-to-date mag when it comes to brand new N64-related news, screenshots and inside info!

**N64 PRO:** will bring you ALL the latest cheats, hints and tips as well as those from the best-sellers that we know you just can't do without!

**N64 PRO:** will treat all our readers - that's you - as equals, regardless of what you're like, how many games you've got and how often you use your N64!

**N64 PRO:** will print as many of your photographs we can cram into the mag - we're all in this together!

**N64 PRO:** will always be written by experts who live and breathe N64 gaming - our long-suffering girlfriends will testify to that!

**N64 PRO:** will always give the best games the attention they deserve and never waste space on rubbish games that no-one likes!

**N64 PRO:** will always print six pages of letters, so you can all see what your fellow N64 gamers are thinking!

P.S. Remember - Everything you read in here is exclusive! All the best & happy gaming, Alex



# N64 PRO

OFFICIAL! WORLD'S BIGGEST N64 MAG

Issue 15 Christmas 1998

10

We know it all!  
Everything on Zelda 64

55

Peachy posters!  
Zelda, Banjo, Mission and more!

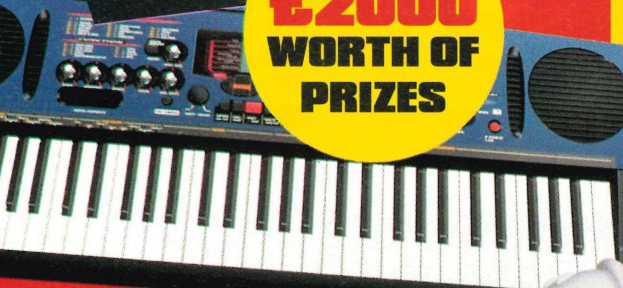
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## 74 12 Days of Christmas compo

More Christmas presents than Santa could shove in his sack! Go on, try and win one!

## Feature

### 78 The Top 50 Nintendo Games Of All Time

You voted for 'em - see how your all-format faves fared!



## Regulars

### N64PRO NEWS



#### 6 News

Ouch! It's so HOT!

#### 12 Leagues

Your own N64 Dream Teams

#### 14 Coming Soon

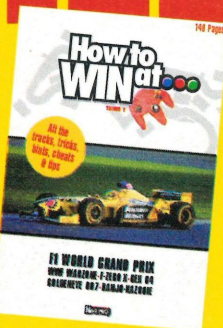
The definitive dates for all the forthcoming games

#### 68 Tips, Codes & Cheats

We show you how to cheat your pants off and not get caught with your trousers down!

# FREE

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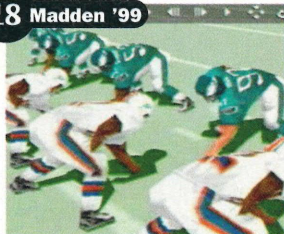
**CHECK THIS OUT!** Not only is there all the tips for all the tracks in F1 World Grand Prix, you'll find every downright sneaky way to beat both the CPU and your mates at WWF Warzone, F-Zero X, Gex 64, GoldenEye and Banjo-Kazooie! As if that wasn't enough, it's all in colour, so you won't feel embarrassed getting it out in front of your mates. The book, that is...

## 16 Reviews

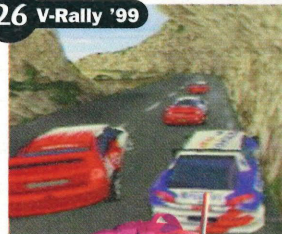
REVIEW

The N64 Pros get as big a buzz off playing the N64 as you. That's why we give you the most honest reviews and the truest scores

### 18 Madden '99



### 26 V-Rally '99



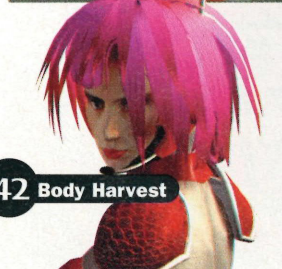
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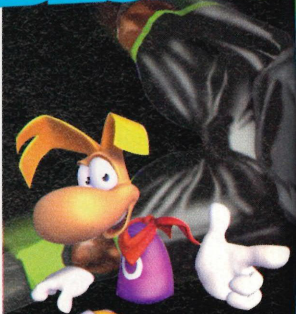
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## BLUEPRINT



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## Rayman 2

From France, the craziest platform action since Donkey Kong Junior!



**64** **Beat ISS '98 Every Time!**  
We show you how

**68** **Cheat Zone**  
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**106** **Database**  
Reviews & scores of every game!

# EVENTS

**REVEALED:**

**HOW TO BEAT  
ISS '98  
EVERY TIME!**

**P64**

**CHEAT ZONE**

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**PRINT**

**82 FIFA '99**

Just how long can ISS '98 remain the N64's finest footy game?

**8 Cover Story: Zelda 64**



**Link's lookin' slinky**

GoldenEye's great, ISS 98's incredible and Banjo-Kazooie's brilliant, but Zelda's gonna be ZARVELLOUS!



WHEN Miyamoto first dreamed of battling sorcerers, horse riding through heather topped highlands and **ransacking ruined castles** he didn't know just how many of us would end up hanging on his every pixel! See for yourself for the latest **EXCLUSIVE** details on just how fantastic **Zelda 64's** gonna be!



**T**here's a brand new team writing the News from now on – Steve McNally, Alex Lee and ace newshound Scoop Doggy Dogg! We've recruited the world's leading canine correspondent to sniff out N64 stories faster than he can catch and retrieve a flying bone!

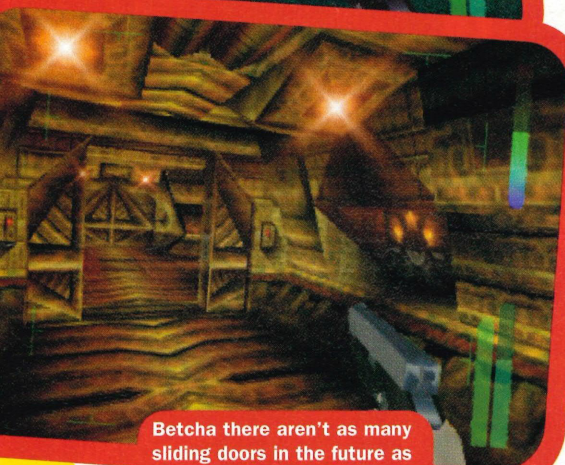
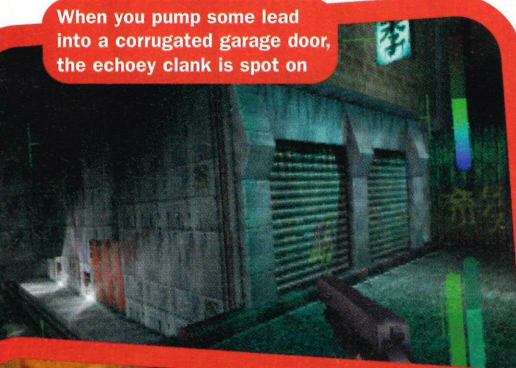


# N64PRO

Hi! I'm Scoop Doggy Dogg! Wherever you see me, expect to read the hottest news in the world of the N64

Right: Scoop Doggy Dogg's in the house! Don't worry, he's fully house trained

When you pump some lead into a corrugated garage door, the echoey clank is spot on



Betcha there aren't as many sliding doors in the future as people would have us believe

# Gimme Hope

**Perfect Dark – Let's have a Black Celebration**

**T**HE YEAR IS 2023. JOANNA Dark, a sharp and gifted young Field Operative – codename 'Perfect Dark' – is sucked ever deeper into the conspiracy that swells out from the heart of the forbidding dataDyne corporation. With a trail of secrets leading her from Chicago skyscrapers to subterranean laboratories, from top secret air bases to sea-bed alien shipwrecks, Joanna's mission slowly unfolds to reveal a conspiracy spanning hundreds of light

years. Not entirely unlike working for N64 Pro magazine, really.

## High Tension Classic

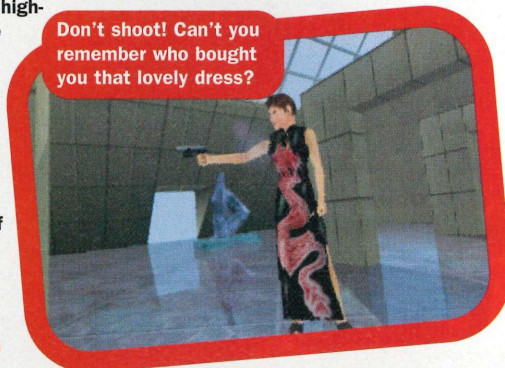
Running on the celebrated GoldenEye 007 engine and undergoing development at the hands of the same team responsible for that high-tension classic that we're all still playing, Perfect Dark ups the ante on its predecessor in virtually every department.

The story is far more ambitious – as it doesn't have the constraints of following the linear plot of a 100 minute movie, the

objectives more rigorous, the gadgetry more ingenious and the enemies more vicious.

The game boasted a private theatre for its first ever showing to the public at the 1998 E3 in Atlanta, and went down a storm even in its very early

Don't shoot! Can't you remember who bought you that lovely dress?



“Rare have no intention of disappointing anyone!”

## Lex's Spex

**W**ell I love TV and I love T-Rex, I can see through your skin, I've got x-ray spex. Okay, so only one of the above statements is true (except the one about TV) but my spex do have a certain number of special powers. For example, they enable me to see clearly when it's sunny and they also hide any black eyes I may have acquired from scrapping with PlayStation owners the day before. Most importantly, however, they make me look cool when I play N64 games. Obviously, I end up with a blinding headache after playing any game with my spex on for more than half an hour but that's not the point. What exciting adventures will my spex get up to next month? I don't bloody know – my spex can't see into the future...

# Interplay at back of

**Virtual Pool 64 set to save N64 gamers' beer money!**

**V**IRTUAL POOL AND VIRTUAL Pool 2 went down a storm in lazy PC owners' circles. Rather than traipse the hundred yards or so to the nearest public house, an entire generation of PC gamers decided that staying in was the way forward.

Watch them long enough and they start dancing

Both Pool games mentioned before took realism almost as far as

having to wait for beards while the line of twenty pees on the table steadily diminished.

The option to pot the black by mistake on your first shot and proceed to get your head kicked in outside for no apparent reason by some pissed-up headcases, was sadly missing. Although Virtual Pool 64 doesn't have that feature either, it's set to be even more



u may never need to go to the pub again to be the Mack ball potter ●

# EMS

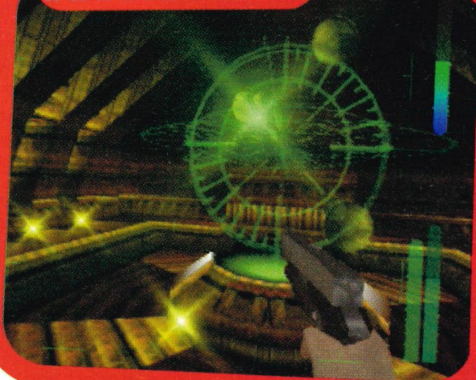
## Joanna

state. If you have any worries about the standard set by GoldenEye and how it can be surpassed, put them aside – Rare are well aware of how high expectations are running for its latest baby and have no intentions of disappointing anyone. Just think – all the ideas that didn't quite make it into GoldenEye plus loads more...

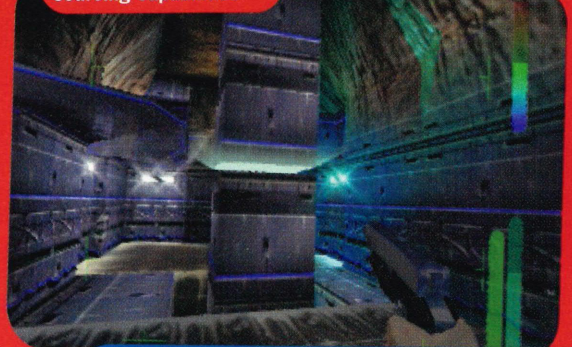
Perfect Dark will be published by Rare and distributed by Nintendo sometime in 1999. Rare and Nintendo haven't divulged when it will be released, nor have they decided when it will come out, but we'll keep you informed of the details as they arise.

If the wait for Zelda 64's anything

I've got a gun, now all I need to do is find some roses



Perfect Dark shows off the N64's superb light sourcing capabilities



to go by, we'll all be on the proverbial tenterhooks for quite some time. But hey, the wait'll be worth it and in the meantime we can all cover every single virtual inch of Zelda 64 and GoldenEye 007! ■

## Cue

“Fine cuts and powerful cannons – no, it's not skinheads at war”

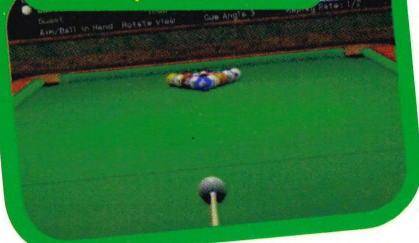
eerily accurate than Interplay's two PC efforts.

### Finecut, sir?

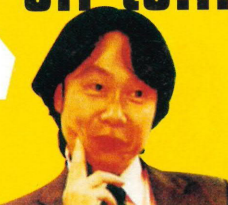
The tables are fully modelled in 3D, the cue control's via the analogue stick for those fine cuts and powerful cannons and you can customise the tables by pocket size, rail (cushion) speed and the cut of pockets – something that's never been seen before in a pool game. Shame there's no 'slope editor'! Other stuff includes – real-time overhead lighting, multi-player support, tournaments and

statistics all complementing the most accurate physics model ever created for a sports game. If it costs £39.99, then buy it and play it over 80 times and you'll start saving money on the trips you would have had to make to the pub to play real pool. Out February ■

If only you were allowed to pick the white up and chuck it



## Hats off to...



Shigeru Miyamoto

THE absolute genius behind the mind-blowing Mario 64 is putting every molecule of his immense talent into Zelda 64: The Ocarina Of Time, his most eagerly-awaited creation.

Rather than attend the recent European Computer Trade Show to milk the applause for his services to the computer games industry, he declined in order to stay in his native Japan so he could put the finishing touches to Zelda 64. What a boy! Hats off to you, Mr Miyamoto, without you we wouldn't be here now!

Enjoy the tension while it lasts, cos around every corner there's a trained killer



## 10 Things every self-respecting N64 owner should have

GoldenEye 007 ● Four official joypads (preferably all in different colours) ● ISS '98 ● A 1Mb memory pak ● Banjo-Kazooie ● A massive colour telly (at least 16" screen) ● Mario 64



Left: This 28" Nicam television has an in line flat square picture, a cable TV tuner, a child lock, an S-VHS jack and a Euro scart jack

Turn over for more N64 Pro News exclusives ➔



# Duke Nukem: Zero

**What's the time? It's**

**A**FFECTIONATELY KNOWN AS 'THE Duke,' this larger-than-life character stormed around as one of last year's best shoot'em-ups on the N64. Duke Nukem was a killin' frenzy served up with a large slice of black humour, and deep in the heart of Derby the sequel is well underway.

## Mark's Special Day Out

N64 Pro went to see the game in action and the result's gonna surprise you all. The big news is that Duke's no longer a first person perspective shoot'em-up. Instead of staring down the barrel of a rocket launcher, you now see The Duke running around in front of you. The view's based upon the one used by PlayStation owners when dribbling over Lara Croft's sweaty shorts.

But this ain't gonna be no poncy PlayStation platformer. Unlike the version developed for our little grey box owning friends, the N64 game is first and foremost a kick ass shoot'em-up that, even in its very, very early form, looks totally stunning.

## Amazing graphics

We're going to keep all the details until next month, when we've got the space to give The Duke the respect he deserves. But until then, I'll just let you in on a few secrets. It's got amazing graphics, there's an incredible amount of

“Duke: Zero's a kick ass shooter that, even in its early form, looks totally stunning”

# T.B. Continued

*Nine lives? Pah! You're gonna need 900 to do Rat Attack!*

**R**AT ATTACK, THE FRANTIC 1-4 player rodent-bashing frenzy, is coming to the N64 in time for Christmas. N64 Pro managed to grab Damian Hosen, the game's producer, for a quick half hour chat about Mindscape's cat/rat splat cart. It's been a busy month at Rat Attack HQ. The dev team has been burning the midnight oil for weeks on end and as a result, the game is looking fantastic (see

accompanying screenshots). For those of you that don't know, Rat Attack is a frantic arcade action game for 1-4 players.

## Damian – Rat Man

Damian takes up the story, "Well this month, Yinch 98, our N64 programmer has managed to get Rat Attack in hires and running at 30 frames per second! As well as this all new special effects have been added to make the

game a real stunner. Malcolm (another of our N64 programmers) has implemented has music and sound effects. We are confident that the Rat Attack music will go down in history as the N64's cheesiest music ever.

"Our N64 team have now started to implement the features that will be exclusive to the N64 version of Rat Attack. A whole batch of levels will



The rats are as big as bloomin' cats!





# Famous bands and the games they played

## No.1 EMF

THE 'FOREST possee' from deepest Worcestershire stormed the charts in the winter of 1990 with their first, and best remembered hit, Unbelievable. Their incredible energy when performing their brash guitar/techno fusion took them to the upper echelons of the charts half a dozen times between 1990-93. Further hits included Children, They're Here and I Believe. When they weren't kicking their keyboards around the Top Of The Pops stage, they could often be found playing two player Mario Kart on the Japanese Super Famicom, the forerunner to the British SNES.



# Doggy Style

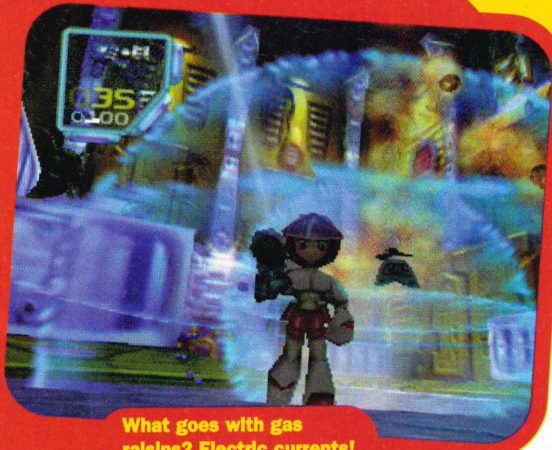


*Our latest recruit, Scoop, slipped his leash and went off to bark at Rare workers until they gave him some new Jet Force Gemini pictures*

**I**F THERE'S ANYTHING NEWSWORTHY to be found, you can guarantee I'll sniff it out. And after a couple of days spent searching for a good story around the rear ends of numerous 'lady' dogs, it came as something of a surprise when the lads on the mag suggested I might have more success if I changed my approach (well, more insisted than suggested really, unless I wanted my career to end before it had begun).

I'm willing to give anything a go once, so with my assignment to nab a fresh batch of pictures from that 'classic style shooting game with a finely tuned 3D engine' known as Jet Force Gemini, securely in my paw, I headed off to Rare's headquarters. And force-

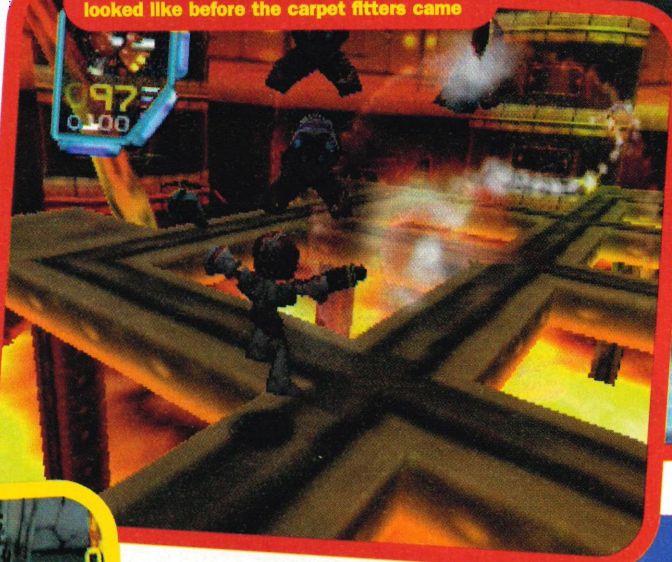
feed me a tin of KiteKat if I didn't come away with some of the most exciting screenshots I've ever seen! And they're so fresh that they were still warm when I got them! Check them out - JFG's even got a fellow canine called Lupus in one of the starring roles! About time too! I'll find out what sex it is and report back next month...



What goes with gas raisins? Electric currents!



Below: What the inside of Mark's house looked like before the carpet fitters came



## Editor's note

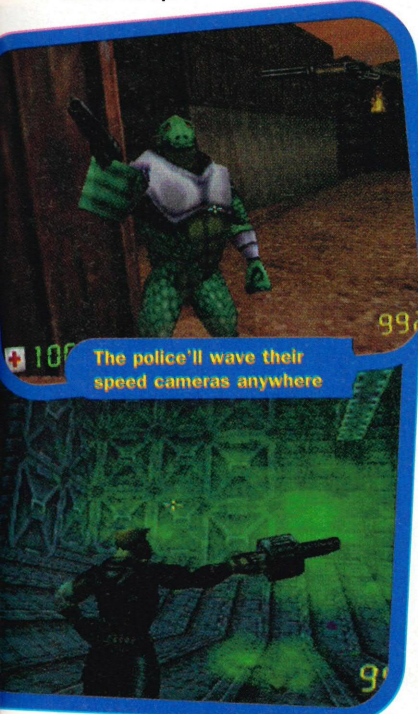
**I**F YOU want to contribute to News in any way, write to IDG Media, Freepost, Media House, Adlington Park SK10 4NP, using the relevant News headline (such as IN-sults or whatever). Remember, enclosing your picture enormously improves your chances of having your say

# Hour

## gotta be time to KILL

detail and no fogging (are ya listening Turok 2?). There's also gonna be a hires mode for people with the memory expansion and an amazing four player deathmatch mode, so you can mutilate all your mates. Oh! And if any PlayStation owners are reading this, The Duke doesn't run sideways like a fairy on the N64. He turns around and charges across the screen with all his guns blazing.

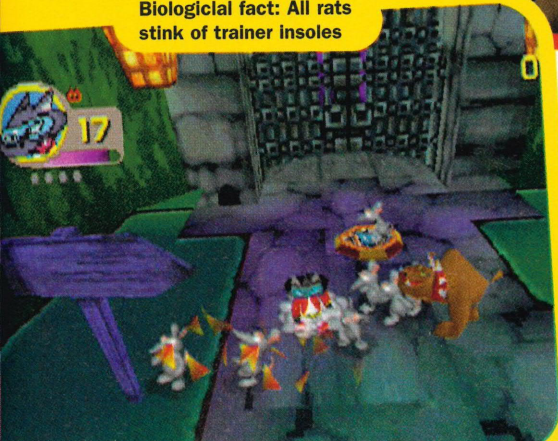
Keep your eyes peeled for next month's special preview of Duke Nukem: Zero Hour where we'll give the full lowdown on this ass kickin' shoot'em-up.



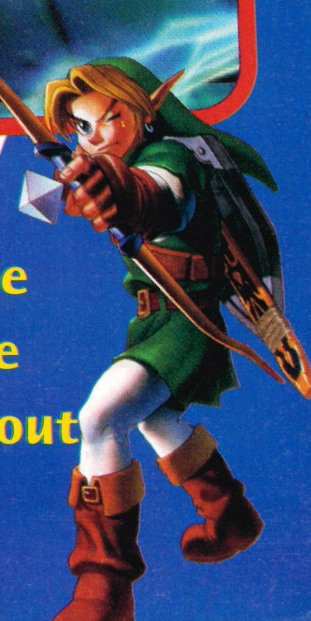
The police'll wave their speed cameras anywhere

be exclusive to the N64. A turbo charged super powered cat with special powers is also rumoured to be hidden somewhere in the N64 game." T.B. continued...

Biological fact: All rats stink of trainer insoles



Turn the page for exclusive revelations about Zelda 64!





## Killer Ga



“I was almost blinded by the brilliance of a brand new batch of screenshots”

## Oops! Upside your head!

We know loads of stuff about Zelda 64 that you might want to find out for yourself. So we've printed it upside down so we don't spoil it for anyone who wants to discover it for themselves when they play it! Good eh? We think of everything

● If you revisit a location at night that you've only been to in daylight, it will be a very different place  
● You find an object called The Stone of Agony, your Rumble Pak will vibrate when you're near a vital object, or hidden door  
● You won't need to know all about the story from previous games to get full enjoyment out of Zelda 64  
● There's a training area to practice your sword skills  
● You will be able to jump, either across chasms or up onto ledges. The action button will automatically know when it should do this  
● Link will be able to jump, either across chasms or up onto ledges. The action button will automatically know when it



# me Unleashed

*Our 'rabid rover reporter' Scoop is foaming at the mouth over Zelda. But will it be the classic he's firmly expecting, or are we all barking up the wrong tree?*

I'VE BEEN TO CRUFTS, but was pipped at the post by a poodle (I was robbed, she was sleeping with the judge's Golden Retriever), but if there was a gaming equivalent, Zelda 64 would be up for Best of Breed. And it'd win too! The other mutts could just pack up their Winalot Prime and head off back to their kennels, because they'd have no chance against a pedigree like this! Foolishly though, you've

never insisted on such a competition, contenting yourselves with just reading the opinion's of reviewers that, with the exception of N64 Pro (I wouldn't just work for any old rag) couldn't find the arse end of a Shitzu on heat!

### Hyperventilating

This game needs no hype, no introduction and will no doubt fly off the shelves faster than a stray

greyhound pursued by a ruthless dog warden, regardless of what anyone says now!

Playing Legend of Zelda: The Ocarina of Time was the reason you stumped up the cash for an N64, whether you bought one on launch day or last week (it's certainly the reason I paid a crack team of designers to come up with a new, paw friendly joypad anyway!).

And it's nearly here (the game, not my joypad), and the excitement's almost killing us! ●

## If Looks Could Kill...

I was digging around in Nintendo's garden the other day when I came across a box. Must admit to being slightly disappointed that it didn't contain the string of sausages I was craving, but my spirits

lifted when I opened it and was almost blinded by the brilliance of a brand new batch of screenshots, perhaps the very last before the game hits the shelves!

There was also new information in there, but after a long and heated debate with the lads on the mag we've decided to print it upside down so we don't spoil any of the incredible experience (see Oops! Upside your head). Aren't we nice eh? What's that you say?

You want one tiny new fact, no matter how small?

Okay, let's see. To ride the horse you'll need to play Zelda for about 15 hours, because Young Link can't ride, so you'll have to wait until he's grown up! Now you know why I never lose at Trivial Pursuit with an eye for detail like that! ●

## Moment of truth

Well, over the months we've told you everything you need to know about Zelda 64, apart from its release dates. And finally the Japanese and American dates are set in stone, being the 16th and 21st of November respectively, with very little rope available for them to slip. What we're all gagging to hear though is when it'll be out over here, and while it's not quite as concrete as the other dates, you can expect to see Legend of Zelda 64: Ocarina of Time in stores everywhere on or around:

**Friday 4th  
December 1998!**



# LEAGUES

We've squeezed everything you need to know about the N64 scene onto two pages! Careful though, there's so much info your mag may just burst...

## What's it all about?

Can't figure it out? It's dead easy, and it works like this. Every game we review is looked at by every member of the N64 Pro team and is awarded points on a scale ranging from 3 points for a top notch effort, right down to -2 points for an enormous steaming turd of a game. These points are then totalled up for each publisher and the League Tables are born. Just like the football leagues work really, but with games instead of teams...

## Last Month's Results

NFL Blitz - GT: 3pts  
NASCAR - Electronic Arts: 1pt  
Gex 64 - GT: 1pt  
Super Robot Spirits - Banpresto: -2pts  
64 Trump Collection - Bottom Up: -2pts

## N64 PRO: READER DREAM TEAM

by David Hughes



**T**his month's lucky winner is David Hughes from Anglesey. Congratulations mate, for the next 12 months a shiny new copy of N64 Pro will be plopping onto your doormat, free! So why not have a go yourself? All you have to do is send in your own Dream Team, (sticking to the same format) and you too could see your name up in lights in the mag like David!



### 1 - F1 World Grand Prix

It's brought new life, and saved the racing genre on the N64, so with such safe hands you can't go wrong!

### 2 - Diddy Kong Racing

A good right back because he's reliable, good to watch and will play for a very, very long time.

### 3 - Banjo-Kazooie

A cracking left back who's amazingly brilliant, young and will be around for absolutely ages

### 4 - Fighter's Destiny

No better choice for central defence

because his presence puts the fear of God into opponents!

### 5 - WWF Warzone

Another good centre who isn't afraid to get stuck in. Big and strong, and easily the best of his kind

### 6 - ISS 64

The older of the two brothers, but his quality and experience will keep him in the side regardless of little brother

### 7 - Extreme G

With his pace and skill he can take on any opponents and put a great cross into the box

### 8 - ISS '98

More skillful than his brother and only just turned professional. His quality is priceless

### 9 - GoldenEye 007

The player to score all the goals has to be GoldenEye. Undoubtedly the best player in the side and his record proves it! Number one without a doubt!

### 10 - Mission: Impossible

New to the side, but I've got full confidence in him and believe he'll be a smash hit sensation

### 11 - F-Zero X

Not great to look at (bit of an Iain Dowie type) but his speed and skill are priceless when it comes to beating defenders

### Substitutes:

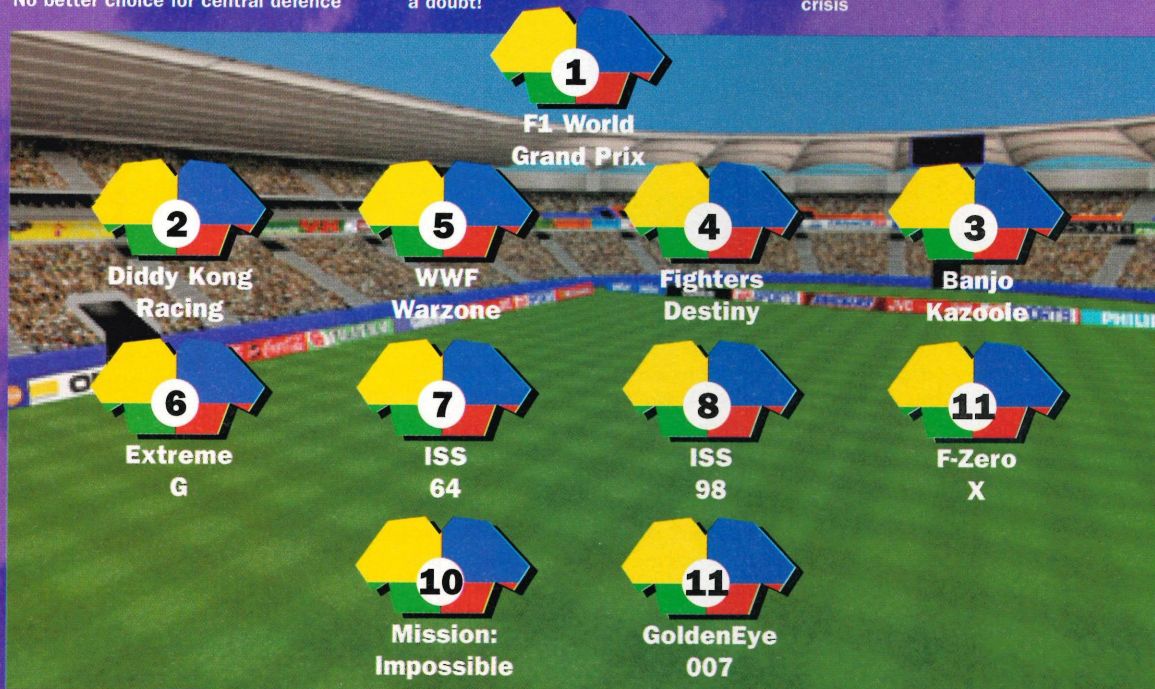
12 - Lylat Wars - Lack of stamina costs the ageing shooter a starting place

13 - Mario 64 - Another veteran, upstaged by that young upstart Banjo

14 - Mario Kart 64 - Warming the bench these days as a result of DKR's greater talent

15 - 1080° Snowboarding - The supersub. Guaranteed to turn any game that's not going in your favour

16 - Wave Race 64 - Unlikely to get a game anymore unless there's an injury crisis

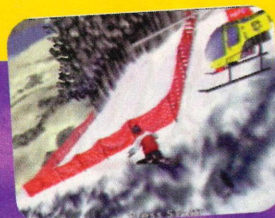




**Key:** R = Games Released E = Number of games rated excellent (3 points) G = Number of games rated good (1 point)  
A = Number of average games (0 points) S = Number of games rated shite (-2 points) Pts = Total number of points scored

## N64PRO PREMIER LEAGUE

Publisher	R	E	G	A	S	Pts
1 <b>NINTENDO</b>	21	9	9	1	2	24
2 <b>Acclaim</b>	7	3	4	0	0	13
3 <b>Konami</b>	8	3	2	3	0	11
4 <b>Ocean</b>	6	2	4	0	0	10
5 <b>Rare</b>	5	3	1	0	1	8
6 <b>Namco</b>	1	1	0	0	0	3
7 <b>Electronic Arts</b>	5	1	1	2	1	2
8 <b>Human</b>	2	0	1	1	0	1
9 <b>THQ</b>	2	0	1	1	0	1
10 <b>Titus</b>	2	0	1	1	0	1



1080° Snowboarding - Nintendo



FIFA '98 - EA Sports



Diddy Kong Racing - Rare

## Overall Picture

If you take every game we've ever reviewed, lump them all together in a big pot and put them all in an oven (gas mark 5) for about an hour, you end up with a great big steaming N64 game pie. Slice it up and you'll end up with something like this...

### 100 GAMES

**23** Excellent games (23%)

**36** Good games (36%)

**21** Average games (22%)

**20** Shite games (20%)

59% Above Average 41% Below Average

## Hall of Fame

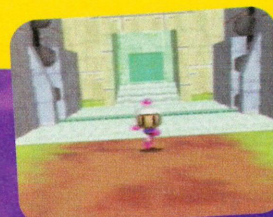
GT make an appearance in the hall of fame! I think I need to sit down! Hang on, I'm already sitting. Never mind. Credit where it's due, the lads are fighting a furious rearguard action these days and have managed to haul themselves eight places off the bottom and up into mid table thanks to the viciously enjoyable NFL Blitz scoring top marks, and Gex doing the business as well. Good stuff. They'll be knocking on the Premier League door in no time...



NFL Blitz - GT Interactive

## N64PRO LEAGUE DIVISION 1

Publisher	R	E	G	A	S	Pts
1 ▲ <b>T&amp;E SOFT</b>	1	0	1	0	0	1
2 ▲ <b>Crave</b>	1	0	1	0	0	1
3 ▲ <b>Culture Brain</b>	1	0	1	0	0	1
4 ▲ <b>Ubi Soft</b>	1	0	0	1	0	0
5 ▲ <b>Seta</b>	1	0	0	1	0	0
6 ▼ <b>Bottom Up</b>	2	0	1	0	1	-1
7 ▲ <b>GT Interactive</b>	19	1	7	5	6	-2
8 ▼ <b>Take 2</b>	3	0	0	2	1	-2
9 ▼ <b>Ascii</b>	1	0	0	0	1	-2
10 ▼ <b>Video System</b>	1	0	0	0	1	-2
11 ▼ <b>Athena</b>	1	0	0	0	1	-2
12 <b>NEW Banpresto</b>	1	0	0	0	1	-2
13 ▼ <b>Hudson</b>	6	0	1	3	2	-3
14 ▼ <b>Interplay</b>	2	0	0	0	2	4



Bomberman Hero - Hudson



Gex 64 - GT Interactive



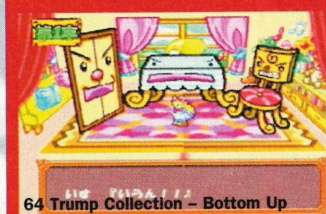
Super Robot Spirits - Banpresto



Clayfighter 63 1/3 - Interplay

## Hall of Shame

All change in Division One, with last month's leaders Bottom Up doing themselves no favours by bringing out that collection of Alice in Wonderland card games. GT, as discussed in the Hall of Fame caused a reshuffle down at the bottom, and there's a debut appearance to forget for Banpresto courtesy of Super Robot Spirits. A definite case of 'must do better' for the lads from Japan!



64 Trump Collection - Bottom Up

## ISS '98

Konami  
ISS '98 has ridden roughshod over Banjo-Kazooie's claims for the Star Player spot, with a never ending desire to please and an incredible desire to keep on playing. Puts in more hours of training than everyone else in the team put together! The best game ever, of any kind, on any format!



ISS '98 - A legend in its own time

Note: Where two or more publishers point totals are the same the number of games released will be used to separate them, with the more prolific producer being given the advantage. In cases where records are identical, personal preference among the members of the team comes into effect.



# Release Sch

"Pleeeeeease release me, let me go! For you, don't program me anymore! To keep me here unplayed would be a sin. So release me and let me live again..."

## Must Buys

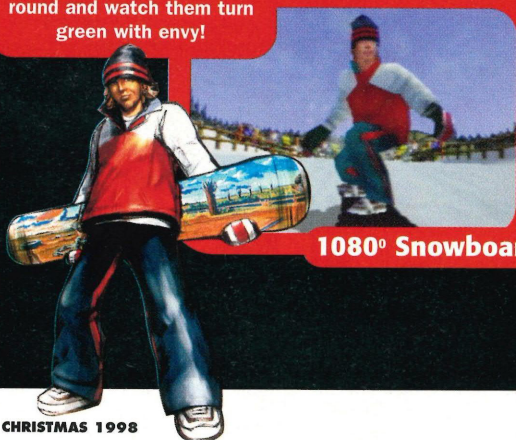
The cream of the crop, the pick of the bunch, the apple of Nintendo's eye. Just buy 'em will you!

### World Grand Prix



Looks just like it does on the telly! You can actually be Schumacher!

Get your PlayStation mates round and watch them turn green with envy!



### 1080° Snowboarding

Game Title	Makers	Date	Country
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### November 1998

Fox Sports College Hoops '99	Fox Interactive	November 10	US
WipeOut 64	Psygnosis	November 10	US
Milo's Astro Lanes	Crave Entertainment	November 10	US
NBA Live '99	EA Sports	November 10	US
Superman	Titus	November 15	US
Fighting Force 64	Eidos	November 15	US
Top Gear	Overdrive Kemco	November 15	US
Tonic Trouble	Ubi Soft	November 15	US
NBA Jam '99	Acclaim Sports	November 18	US
★ BUCK BUMBLE	Ubi Soft	November 20	UK
★ F-ZERO X	Nintendo Racing	November 20	UK
Micro Machines 64	Midway	November 23	US
★ FIFA 99	EA Sports	November 23	UK
Virtual Pool 64	Crave Entertainment	November 23	US
Legend of Zelda: Ocarina of Time	Nintendo	November 21	Jap
Legend of Zelda: Ocarina of Time	Nintendo	November 23	US
Roadsters '98	Titus	November 24	US
★ WIPEOUT 64	Midway	November 27	UK
64 Oozumo 2	Bottom Up	TBA	Jap
★ EARTHWORM JIM 3D	Interplay	TBA	UK
Knife Edge	Kemco	TBA	Jap
NHL Breakaway '99	Acclaim	TBA	US
Onegai Monsters	Bottom Up	TBA	Jap
RAT ATTACK	Mindscape	TBA	UK
ROADSTERS '98	Titus	TBA	UK
★ RUSH 2: EXTREME RACING	USA Midway	TBA	UK
Survivor: Day One	Konami	TBA	US
★ TUROK 2: SEEDS OF EVIL	Acclaim	TBA	UK
★ TWISTED EDGE	Midway/Kemco	TBA	UK
★ V-RALLY EDITION '99	Infogrames	TBA	UK

### December 1998

AirBoardin' USA	Ascii Entertainment	December 01	US
Chameleon Twist 2	SunSoft	December 05	US
Star Wars: Rogue Squadron	LucasArts	December 07	US
Pikachu Genki DeChu	Nintendo	December 12	Jap
Quake 2	Activision	December 15	US
Shadowgate 64: Trials of the Four Towers	Kemco	December 18	US
★ AIRBOARDIN' USA	Ascii Entertainment	TBA	UK
Bio Tetris	Amtex	TBA	Jap
★ BIO FREAKS	Midway	TBA	UK
★ BODY HARVEST	Nintendo	TBA	UK
★ CHAMELEON TWIST 2	SunSoft	TBA	UK
★ DEADLY ARTS	Konami	TBA	UK
Doraemon 2	EPOCH	TBA	Jap
★ EXTREME-G 2	Acclaim	TBA	UK
Nightmare Creatures	Activision	TBA	US
Bust-A-Move 3	Acclaim	TBA	US
★ GLOVER HASBRO	Interactive	TBA	UK
Harvest Moon 64	Natsume	TBA	Jap
Legend of the River King	Natsume	TBA	Jap
★ LEGEND OF ZELDA: OCARINA OF TIME	Nintendo	TBA	UK
★ MAGIC FLUTE	SunSoft	TBA	UK
★ MICRO MACHINES 64	Midway	TBA	UK
★ NIGHTMARE CREATURES	Activision	TBA	UK
Ogre Battle 3: Person of Lordly	Caliber TBA	TBA	Jap
Pitfall	Activision	TBA	Jap
Pokemon Snap	Nintendo	TBA	Jap
Rev Limit	Seta	TBA	Jap
Snowspeeder	Imagineer	TBA	Jap
South Park 64	Acclaim	TBA	US
★ STAR WARS: ROGUE SQUADRON	LucasArts	TBA	UK
★ TONIC TROUBLE	Ubi Soft	TBA	UK
Twisted Edge	Midway/Kemco	TBA	Jap
Vigilante 8	Activision	TBA	US
WinBack	Koei	TBA	Jap



# Module

## Forthcoming Attractions

You want future blockbusters? We've got 'em! Have a shuftu at these...

Quicker than watching Michael Owen on fast forward! It's like Extreme G on speed!

### F Zero X



### Zelda 64: The Ocarina of time



We've heard it'll be in UK stores on 4th December! But don't tell anyone we told you or we'll get in trouble!

### WipeOut 64



Already looking slicker than David Beckham's comb after a night out with Posh Spice

Game Title	Makers	Date	Country
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### January 1999

Battle Tanx	3DO	TBA	US
J-League Tactics Soccer	Ascii Entertainment	TBA	Jap
★ LOONEY TUNES: SPACE RACE	Ocean	TBA	UK
Rayman 2: The Great Escape	Ubi Soft	TBA	Jap
WinBack	Koei	TBA	US

### February 1999

GT World Tour	Midway	TBA	US
Penny Racers	THQ	TBA	US
★ RAYMAN 2: THE GREAT ESCAPE	Ubi Soft	TBA	UK
★ O.D.T.	Psygnosis	TBA	UK

### March 1999

★ 4X4 MUD MONSTERS	Take 2/GOD	TBA	UK
Hybrid Heaven	Konami	TBA	US
Legend of the River King	Natsume	TBA	US
NHL Hockey '99	Midway	TBA	US
★ MONACO GRAND PRIX	Ubi Soft	TBA	UK
Shadow Man	Acclaim	TBA	US

### April 1999

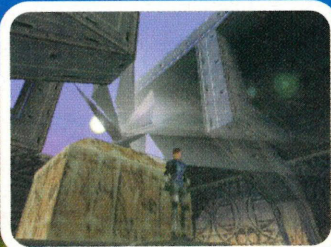
All-Star Baseball 2000	Acclaim Sports	April 01	US
★ SNOWBOARD KIDS 2	Atius Software Racing	TBA	UK
★ MICHAEL OWEN'S WORLD LEAGUE SOCCER '99	Eidos Sports	TBA	UK

### Second Quarter 1999

1080° Snowboarding 2	Nintendo	TBA	US
★ ALL-STAR TENNIS '99	Ubi Soft	TBA	UK
Blades of Steel '99	Konami	TBA	US
Caesars Palace Crave	Entertainment	TBA	US
★ CARMAGEDDON 64	Interplay	TBA	UK
★ CASTLEVANIA 64	Konami	TBA	UK
★ CHARLIE BLAST'S TERRITORY	Kemco	TBA	UK
★ DUKE NUKEM: ZERO HOUR	GT Interactive	TBA	UK
★ HARRIER 2000	Video System USA	TBA	UK
Harvest Moon 64	Natsume	TBA	US
★ JEST	Ocean	TBA	UK
Jungle Bots	Titus	TBA	US
Mystical Ninja: Goemon 2	Konami	TBA	Jap
Need for Speed 64	Electronic Arts	TBA	US
Rugrats	THQ	TBA	US
★ SHADOWGATE 64: TRIALS OF THE FOUR TOWERS	Kemco Adventure	TBA	UK
★ SUPERMAN	Titus Action	TBA	UK
★ TWELVE TALES: CONKER 64	Rare	TBA	UK
V-Rally '98 Championship Edition	Infogrames	TBA	US
WCW Nitro 64	THQ	TBA	US
★ WILD METAL COUNTRY	Gremilin	TBA	UK

## Bubbling Under

### Perfect Dark



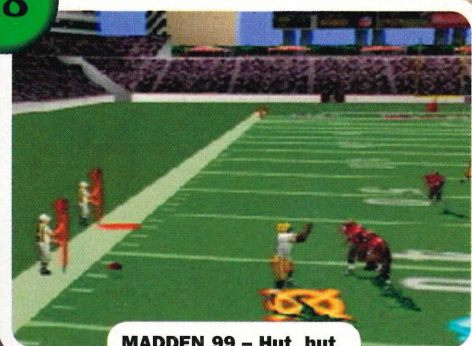
Looks like the best game of the millennium has been saved for last. Forget the dome, we'll all be at home playing this!



# P42 Body Harvest

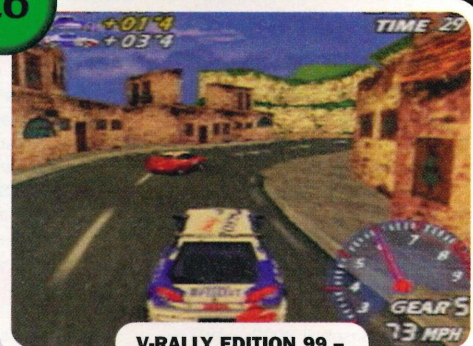
Good old monsters. Just as you think you've popped 'em all, another one comes 'round the corner to chomp on your ass and spit you out. Doh!

18



MADDEN 99 – Hut, hut, hut! Skyscraper!

26



V-RALLY EDITION 99 – Vroom, vroom, aaarrggh!

## The Reviewers...



### Alex

Born in Sunderland, but now based in Manchester, Alex blows out his missus on a nightly basis as he hones his footy skills on ISS 98 and his driving skills on F1 World Grand Prix. In real life, however, he's a bit rubbish at footy and regularly gets overtaken by pensioners in Ladas



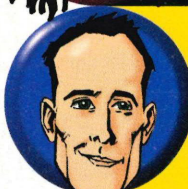
### Steve

Steve McNally's a bit of a tough nut from Salford. Still unbeaten at every Madden game in history, he reviews the 1999 version inside. His favourite current game is, of course, Madden 99, he's looking forward to Zelda: The Ocarina Of Time (aren't we all?) and he likes platformers most of all



### Noely

Noely, who's lived just about everywhere in the world, is as devoted to his N64 as he is to growing his hair – the lad's been a die-hard Nintendo fan since the NES. His favourite current game is ISS 98 (funny that – he always loses), he can't wait for Perfect Dark and he just loves sports games



### Mark

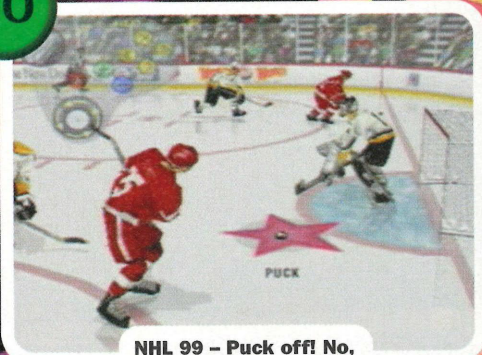
Rescued from a life down the pit, Sheffield-born Mark looked to the N64 for salvation and found it here at N64 Pro. He can now afford to put butter on his Hovis when he's not trying out the latest cheats on his favourite game Banjo-Kazooie. He's eager to play the new Star Wars game Rogue Squadron



# P36 Starshot: Space Circus Fever

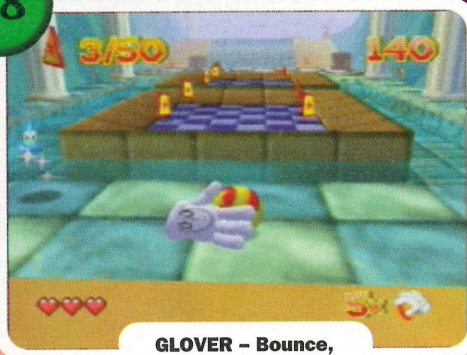
The evil virtual circus keeps on killing strange animals and reproducing 'em in holographs. Yeurch!

30



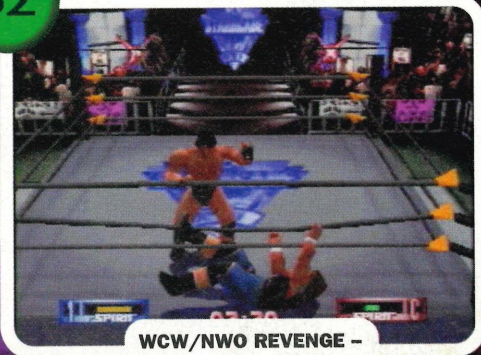
NHL 99 – Puck off! No, you puck off!

48



GLOVER – Bounce, bounce, swim, chuck!

52



WCW/NWO REVENGE – One ah! Two ah! Er...

## SHOWDOWN Madden '99 Vs NHL '99

Steve gets padded up on page 18, Noely picks up his stick on page 30, but which game will win the 'Best American Sports Sim' title?

## The Scores...



THE Sore Thumb Award is given only to games that you'd happily kill your granny for. GoldenEye 007, Mario 64, 1080 Snowboarding and F1 World Grand Prix are all 'Sore Thumbers'

100  
-90

ANY game scoring 90 or over is a must buy – a worthy addition to your N64 collection regardless of what type of games you like. Get one o' these and you'll be buzzin' for months!

89  
-80

GAMES getting an 80+ score are well worth considering, but aren't the leaders of the pack. FIFA 98 is a good example of this – a good footballer in its own right, but not world class

79  
-50

The idea's there, but it just hasn't come across when the game's got into its box and onto the shelf, which is basically where it should be left. Only worth a look if it's been reduced in price!

49  
-0

Where the scabby dogs live. Go near a game scoring under 50 and you're most likely gonna end up with some 'orrible fungal disease spreading all over your body. Like the lurgy

## The Low Down...

### Why...

Tells you exactly why we think a game's fantastic or a bit farty

### Details

**Graphics** How the game looks and whether the N64's awesome capabilities have been pushed to the max

**Sound** If it's something you can stand to listen to for more than five minutes or whether it's worse than something your Grandad would tap his arthritic toes to

**Gameplay** Is it good fun or what? Will you be playing it when you should be at school or work or will you be tossing it aside like a pair of Tesco trainers

**Lastability** How long will it last? Will it be a GoldenEye where you're always finding great new things or a Clayfighter where you'll finish it in five minutes?

### Why not try?

Is there a similar alternative to this game? If so, what is it?

### Other views

Where the rest of the N64 Pros stick their oars in and one of you readers gets a go at reviewing a game

**It's Got...**

**92%**

**Why...**

GoldenEye 007 is a new standard for N64 games, not just on the N64, but anywhere, and it's a level of excellence that it's going to be a struggle for the likes of GoldenEye 007 to match.

**Details...**

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**Why not try?**

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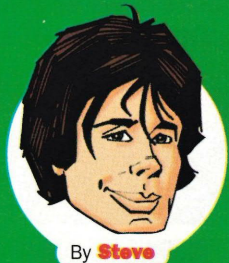
**Other views...**

GoldenEye 007 is a new standard for N64 games, not just on the N64, but anywhere, and it's a level of excellence that it's going to be a struggle for the likes of GoldenEye 007 to match.



What weighs 20 stone and needs more padding than a supermodel's bra?

# Madden

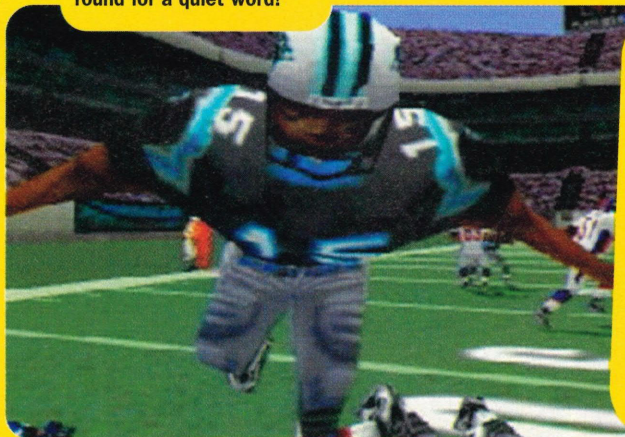


**Big John Madden's back in town. And he's brought with him the fiercest, most ferocious bunch of big hitters ever unleashed from a cartridge. Don't mess, or else!**

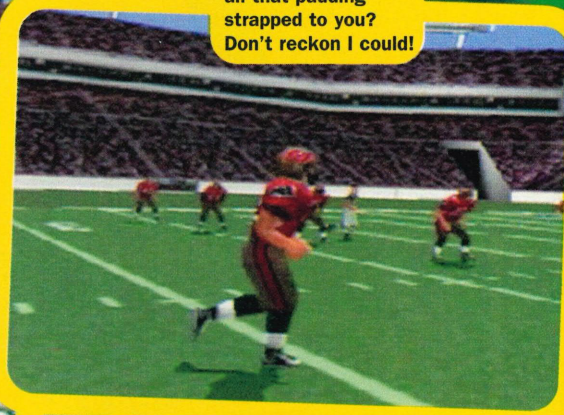
A deep kick off and a good chase is vital to set up a good field position...

**Can I kick it?**

If you don't buy it, EA Sports will send this bloke round for a quiet word!



Could you run with all that padding strapped to you? Don't reckon I could!



**W**e love football, you love football. Unfortunately for Madden it's not the more graceful 'round ball' type, but with a game this good we could well see an army of burger eating, foam finger pointing, anthem singing converts springing up countrywide.

Be prepared. American Football games are usually about as appealing as a night round at our very own Mark's house, but this one's different. Very different. Because with Madden '99 you get not only the best ever Madden, but one of the greatest sports games ever. On any format. It's almost on a par with the mighty ISS no less. And here's why.

Last year you may

remember there was a massive scrap between Acclaim and EA Sports, with both letting their games off the leash

**“Not only the best ever Madden, but one of the greatest sports games ever! On any format”**

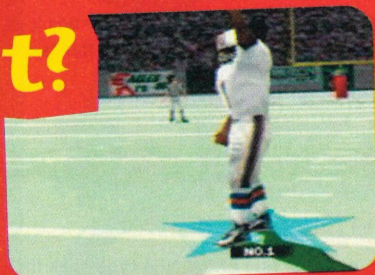
at the same time to go head-to-head with each other in a brutal battle to the death (just for the record, Acclaim do the Quarterback Club

series). Madden was the pre-fight favourite, no question, with every pundit predicting a speedy knockout of the pretty boy newcomer by the all knowing veteran. No one doubted QB Club had the looks, but surely Madden's experience would win the day? Not so.

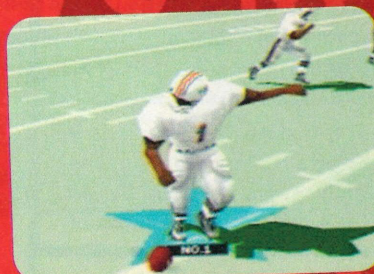
## Beauty and beast

The result was a shock TKO for the underdog, catapulting it into the ranks of mega sales and making it the apple of just about every gamer's eye. While Madden was almost universally thought to be the better game by the mags, the games buying public voted with their wallets and backed QB Club heavily.

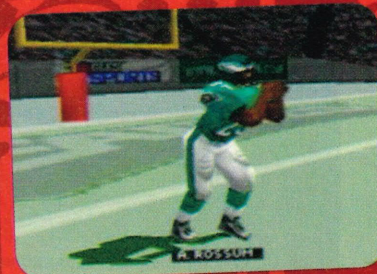
This time around the graphical gap ▶



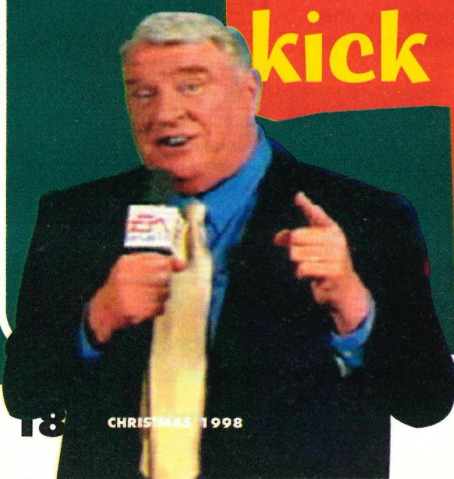
**1** Must be cold out there, you can even see his breath! Madden's graphics are so realistic that the players 'packets' shrink if it drops below zero degrees!



**2** As Big John's said, a deep kick off puts the other side under pressure. Aim to land it just outside the endzone and cripple the returner. Sharpish!

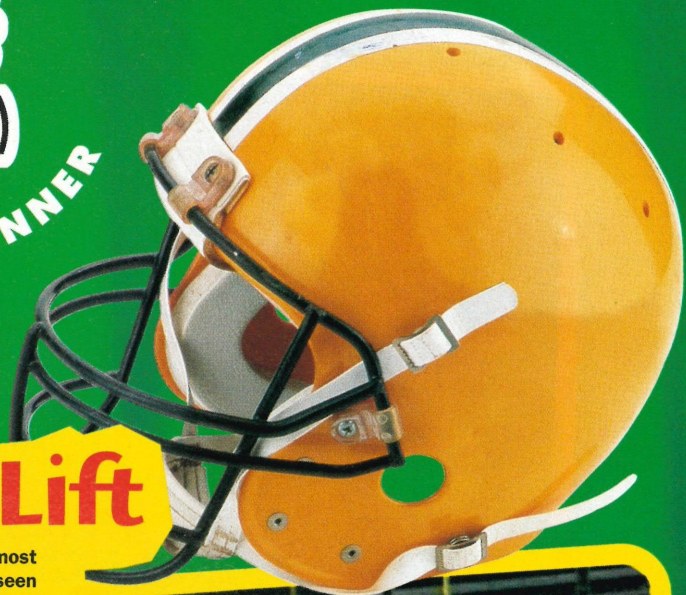


**3** It's away. Remember which way you're kicking it, 'cos you'll look a bit daft if everyone's charging down the right and you leather it to the left





# '99



## Fireman's Lift

Madden '99 is blessed with some of the most bone jarring, back breaking big hits ever seen outside a fighting game. And there's no finer sight than a head-on collision between a quality running back and a burly defensive lineman. And there're enough of them to keep you 'oohing' and 'aahing' for months!

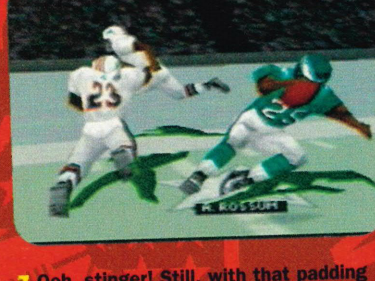
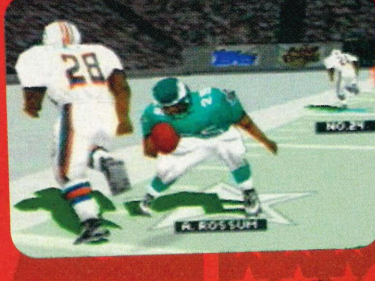
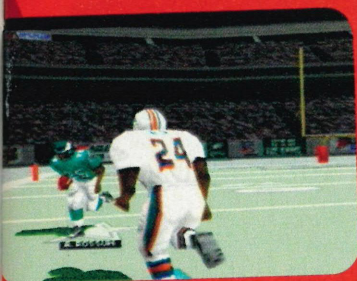
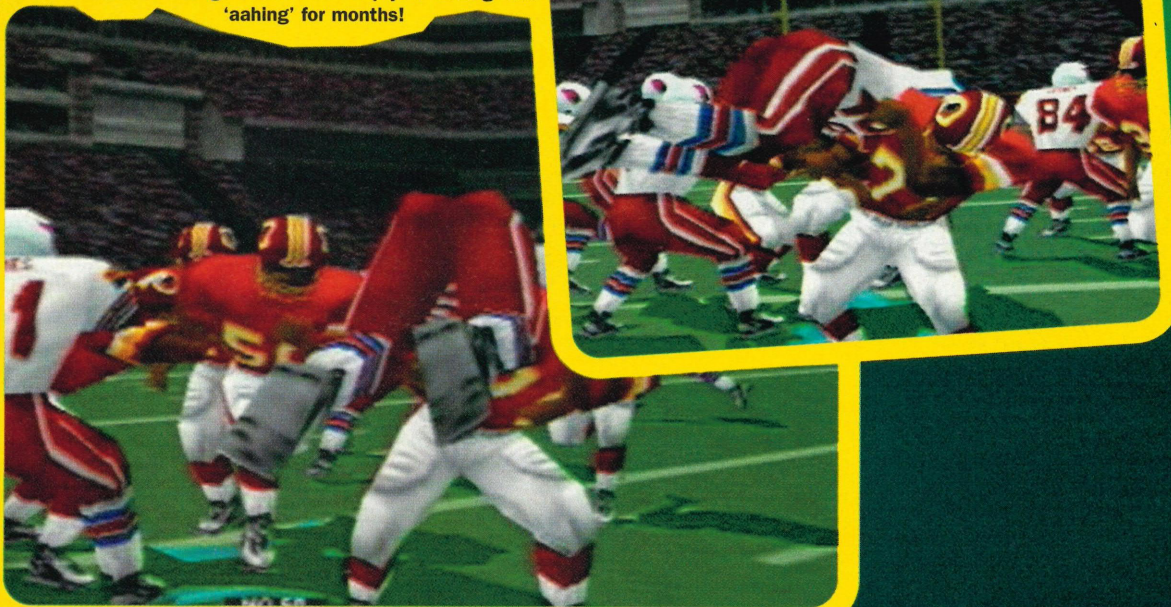
Controls the direction of the player, and in Analogue Pass mode, the angle of the throw

The camera buttons perform all manner of spins, handoffs and hurdles

Pulls off a fancy sidestep move

Press this and your player will dive

This is the main button. Used to snap, turbo, bring up the receivers and change to the closest player



4 If your blockers forge a gap then use it. Otherwise you'll be picking up your teeth with a broken arm instead of sprinting gazelle like up the field!

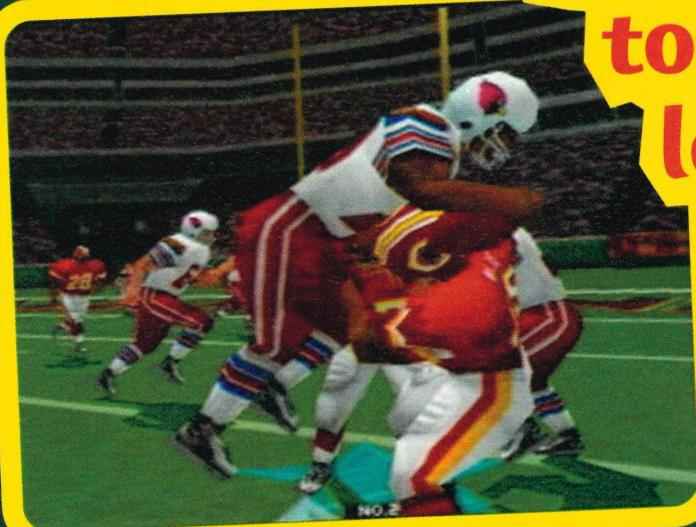
5 You can pull off some fancy moves when returning the kick leaving the big guys with egg on their faces. Which the fat freaks of nature will probably eat!

6 A quick tap of the Z trigger at the right moment and you're shimmying your way past the defense and running into open field again. In your face fatso!

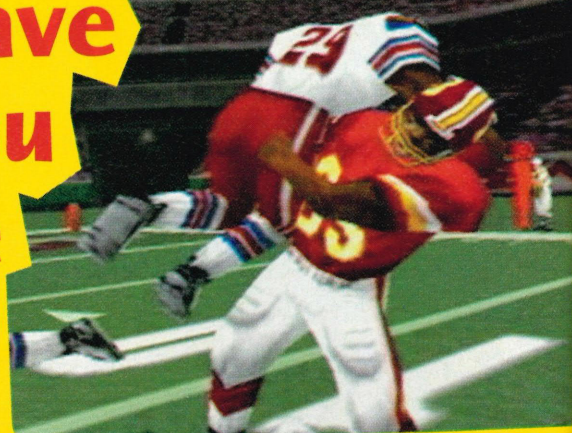
7 Ooh, stinger! Still, with that padding on he won't feel a thing! Honest. No computer generated players were harmed in the making of this magazine...



## Madden '99

Judo-n't have  
to say you  
love me

More like a martial arts throw than an American Footy tackle this one. And it dents your opponent's pride as much as his posterior. Pick him up, lift him over your shoulder and slam him to the ground. That'll make him think twice about running that play again!



► has disappeared, and now it's Madden that looks better than Pamela Anderson in a see-through bikini (well, almost). EA has upped the stakes with a number of crucial additions to their armoury which should see their game smashing through any attempted tackles from the opposition.

## Jaw-splitting stuff

Most importantly '99 features majorly impressive hi-res graphics. No doubt you've already drooled over the pictures, but the full jaw-dropping beauty is only unleashed when you see it in motion. Madden '99 is more than a match for last year's QB Club, so if you thought that was graphically

“Madden '99 looks better  
than Pamela Anderson in a  
see-through bikini”

stunning then you'd better have a spare pair of underpants at the ready the first time you have a go of this (as Noely found out to his cost the other day)!

Where the graphics really shine is in the action replay mode, and some of the plays look truly breathtaking when you get the chance to zoom right in on the action. So if you're a shameless gloater like I am, then a game will probably take twice as long as it should have done because you just can't resist watching that seven yard jinking run up the middle one

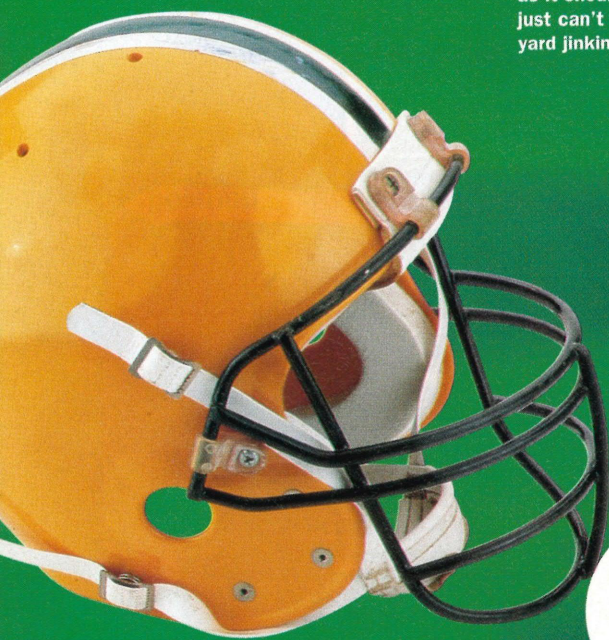
more time in slow motion.

Another big improvement is that the game is fully NFL licensed now, and that means real player names, photographs and stats, along with accurately modelled stadiums and around 100 actual teams (both current and historical), all in the correct home and away uniforms (see Dress to Impress for a closer look). And with an evergrowing army of American Footy devotees over here this is a feature that sits squarely in the plus column.

There are plenty of new gameplay modes, all of which I've gone into in more detail elsewhere in the review, but the real test is in how it plays. And Madden '99 passes that test with greater ease than Brett Favre bulleting a throw to an open receiver in the endzone.

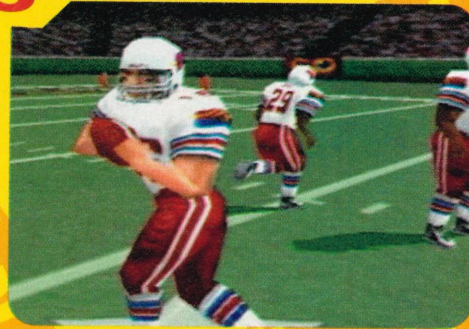
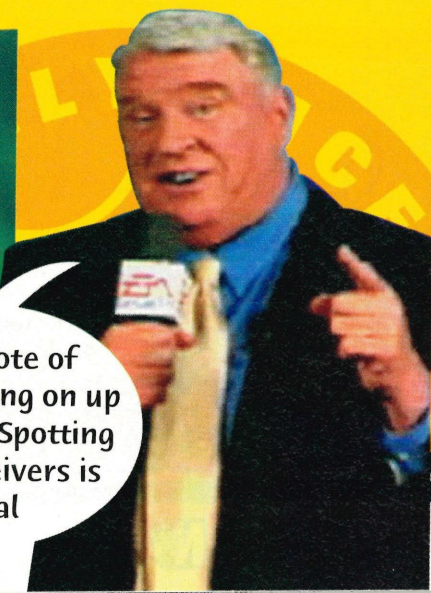
## On the button

Veterans will be instantly at home with the controls, but a couple of new systems help to ease the novices into the fray without too much fear of a hammering. In



## Pass Masters

Take note of what's going on up the field. Spotting free receivers is vital

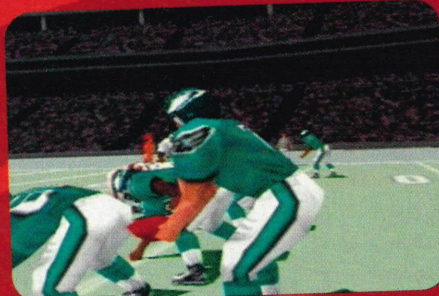


1 Everybody wants to be a Quarterback. Don't see the appeal myself, I'd rather be the team mascot or something. Less chance of being crippled wearing a comedy lion suit...

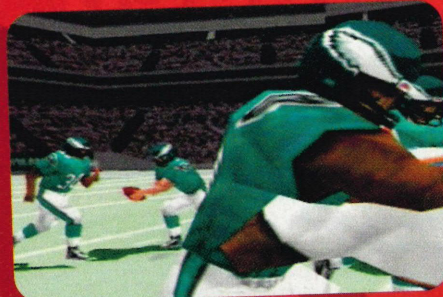


# Whoops! Butter Fingers!

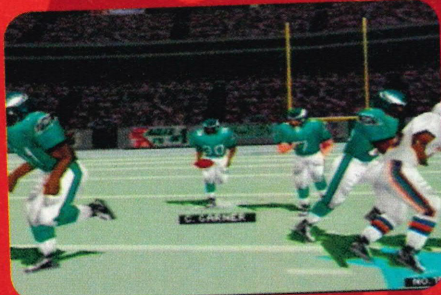
Use the power tackle button as often as possible as it increases the chance of a fumble!



**1** The snap. No, it's nothing homosexual (that's the ball by the way!), it's actually what sets each play in motion. Motion? Is there nothing that I can't use as a weak innuendo?



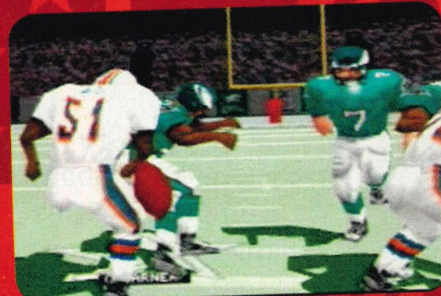
**2** The Quarterback hands off the fresh log, sorry ball, to the running back, whose carries it as far up the field as he possibly can before getting clattered. Rather him than me!



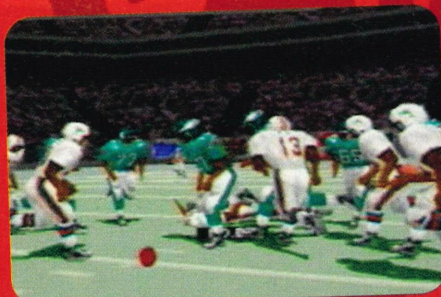
**3** About a dozen, large elephant-sized blokes are charging towards him I wonder if there's such a thing as a small elephant? S'pose there must be. Anyway. Is that a hole I see before me?



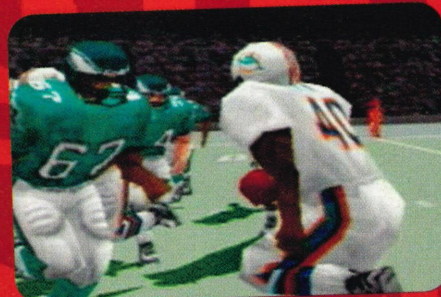
**4** Go on my son, get your head down and don't stop 'til you're out the other side! You can make it though there, no problem! I could get a bus through there mate!



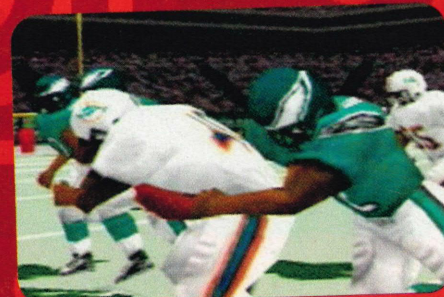
**5** Er, sorry about that. Didn't see that massive bloke there! Now look what you've done! You've dropped it! No half time orange for you sonny! You'll have to make do with half a lemon!



**6** It's loose! What are you waiting for? Dive on top of it then! Why don't I get it you say? Ooh. Back's playing up a bit again. Bit of shrapnel you know. From the war in Korea...



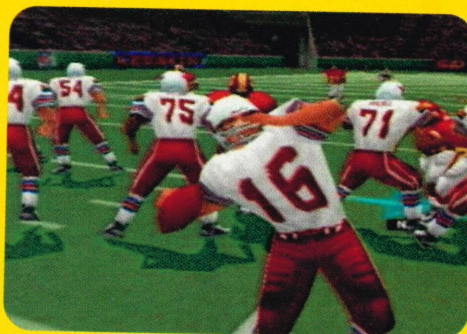
**7** That's torn it! They've got the ball now! Don't try and blame me, you were the one that dropped the bloody thing in the first place! You've changed you have. Lost your bottle...



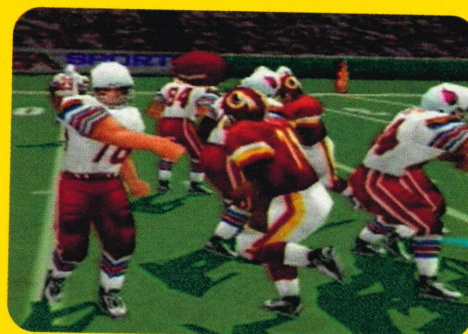
**8** Oh, surprise, it's left to me to pick up the pieces and make the crucial touchdown saving tackle! Which of course I do with the style and finesse you expect from someone like me...



**2** S'pose I'd better check if there are any receivers worth chucking the ball to. Should feign an interest really. After all, they are paying me 18 million dollars a year to do this!



**3** Just time to practice my amusing dance in time for the mascot auditions. One, two, three, four, come on seagulls, give us a score! Wonder what the money's like in that game?



**4** There you go. Have that mate. I've done my bit, and just in time too. That big bloke there doesn't look best pleased. You're not just going to hit me anyway are you mate?



# Madden '99

► particular the 'One Button' mode which does exactly what it says on the tin (at least, it would if it came in a tin). For this you're only ever required to press one button and the N64 decides on its best use at the time. For example, if you're defending and the player with the ball is within striking distance then a quick tap of the A button will see your man try and wrestle the opponent to the ground like he was a sack of mouldy

**“Madden '99 has some of the most bone jarring, back breaking big hits ever seen outside a fighting game”**

potatoes. If you're some distance away he might attempt a diving tackle to try and cut the runner in half. Same goes for offense. The one button snaps the ball, passes, jumps

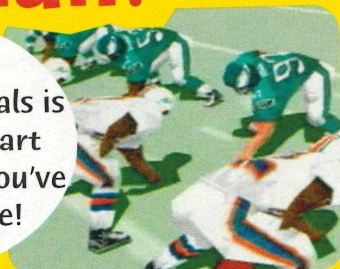
for a catch, turbos, spins etc. All when the N64 decides it's best to do so. Very basic and very easy to get to grips with, but really only for the complete novice. So we'll move on.

There's an 'analogue passing' mode which deserves a look (the

direction that the stick is pressed in determines the angle of the pass) but there's only ever been one mode for me, and that's the traditional icon passing style. And you'll be glad to hear that it's back with a vengeance. Now there are anything up to five receivers available at the touch of the corresponding button. Just match the symbol under the players feet with the symbol on the button on your joypad and the pass is away. Whether it reaches its intended target depends, well, on how bobbins

## Welly it, Man!

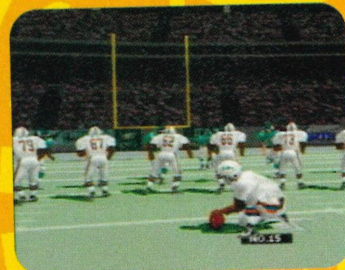
The key to kicking Field Goals is composure. Start panicking and you've got no chance!



**1** It's that snap again, but for a field goal attempt the set-up is quite different. There's no Quarterback and the receiver is seventeen yards back!



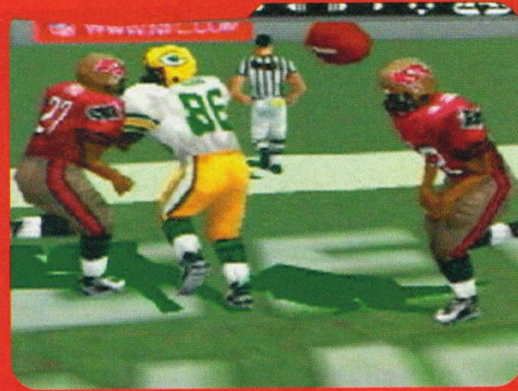
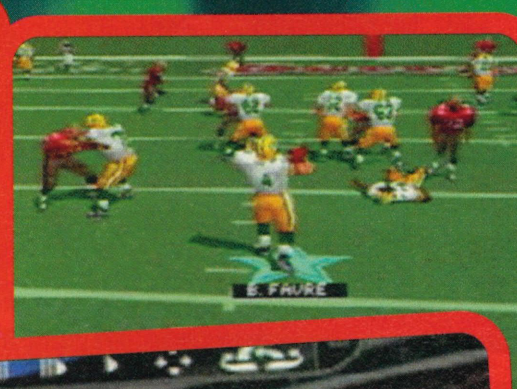
**2** He doesn't have to be that far back, but it's late in game and the defensive linesmen are starting to get a bit whiffy. Hold on, here comes the ball...



**3** Right, the ball's set up nicely, all he has to do is belt it between the sticks and it's three points in the bag. What could be simpler than that?

## In your face!

Players celebrate a touchdown in all manner of outrageous styles, many of which include a number of ludicrous dances. The true joy though comes in that split second when you realise a play has come off and you're racing seventy yards into a deserted backfield. It's a beautiful feeling





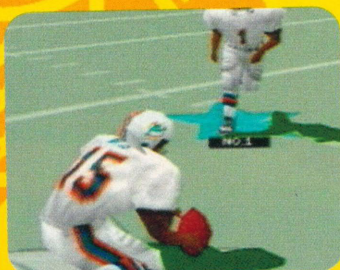
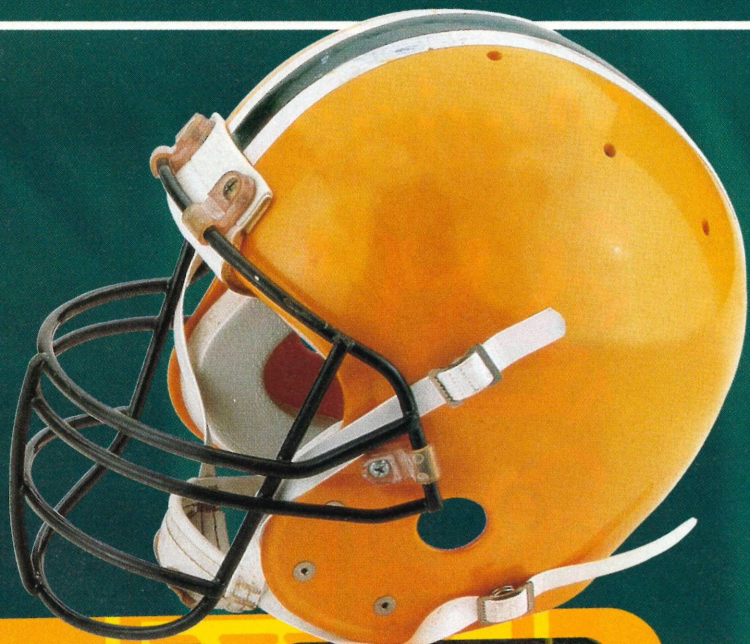
**“You have to work harder than a kid in a Thai sweat-shop to gain even a single yard!”**

you are really.

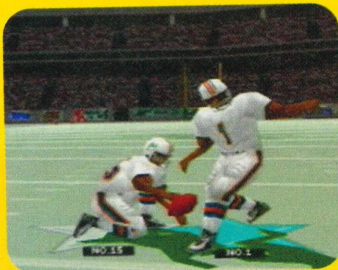
Computer AI has been overhauled and improved too, with defenses policing the backfield more effectively than a copper would a 'legalise cannabis' march.

### Hard cold cash

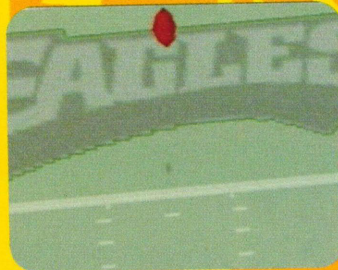
We've played it to death now and gone are the failsafe yardmakers (known in the business as 'money plays'). And that's guaranteed. Now you have to work harder than a kid in ▶



**4** Come on mate, stop poncing about and get it kicked, 'cos if you think I'll still be kneeling here when that lot arrive you've got another think coming!



**5** Just boot it! And watch my fingers this time. It was two weeks before I could play the piano again last time! I'm kicking it next time...



**6** You can hear a pin drop. Well, you could if we weren't playing on grass. If you dropped it here there wouldn't be a sound. Unless someone stood on it



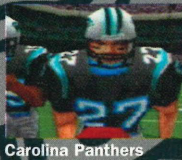
**7** And the crowd goes wild. The ref throws his arms in the air to signify three points. It's late in the game for him too though, wish he'd put his armpits away!

## Dress to impress...

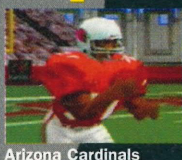
It's nice to see EA Sports have got their act together this year, having obtained a full NFL license. And that means real teams, actual players' names and accurately rendered team uniforms, as you can see here. Nice...



Baltimore Ravens



Carolina Panthers



Arizona Cardinals



Atlanta Falcons



Chicago Bears



Dallas Cowboys



Detroit Lions



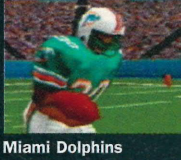
Indianapolis Colts



Jacksonville Jaguars



Kansas City Chiefs



Miami Dolphins



New England Patriots



Philadelphia Eagles



Pittsburgh Steelers



San Diego Chargers



San Francisco 49ers

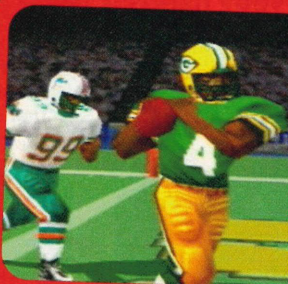


St Louis Rams

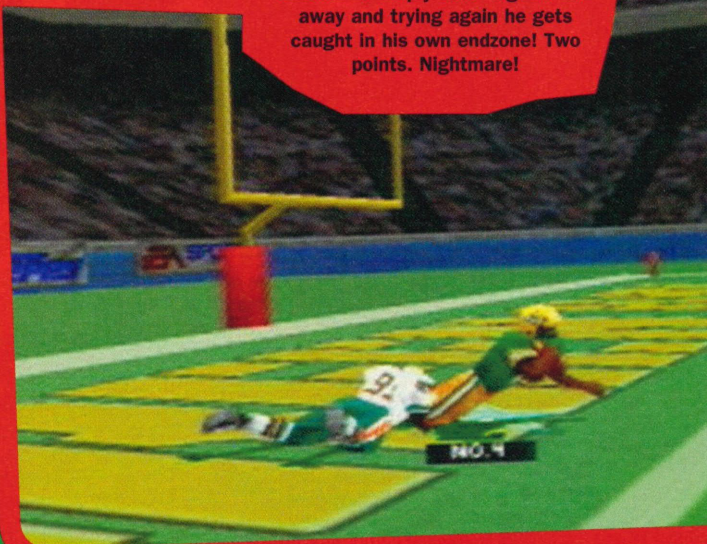


Tennessee Oilers

## Safety First



It's always a crime to let your Quarterback get sacked, so hang your head in shame if this ever happens to you! The QB gets in trouble near his own line, and instead of simply throwing the ball away and trying again he gets caught in his own endzone! Two points. Nightmare!

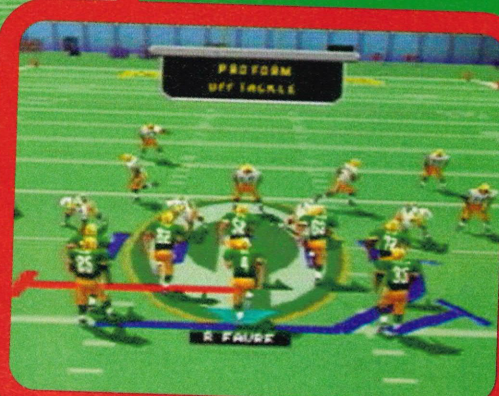
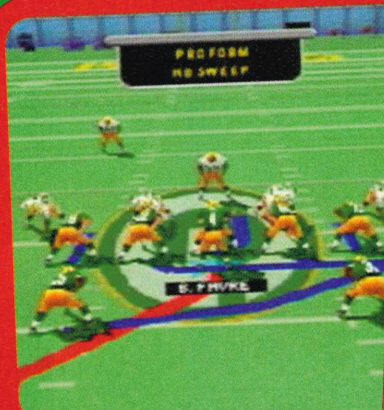




# Madden '99

## Lessons to be learnt

One of the most innovative new additions is somewhat low key. The training mode offers you the opportunity to run practice drills of the plays you'll use in the actual game. Arrows give you a clearer understanding of the mechanics of the play and in no time you'll know exactly where all your receivers will be at any one time! If you're a bit of a sad blandster that is...



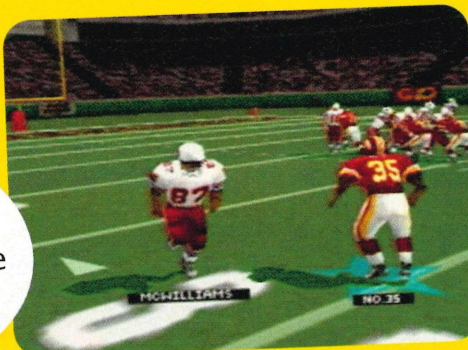
an a Thai sweat-shop for every single yard by mixing up your plays. And it's not just when you've got the ball either! The computer controlled offense will watch your defensive play choices like a hawk, and if you start to rely on any one particular play it'll swoop down on you and punish your slackness every time.

There are a million and one gameplay improvements (at least!), some subtle, some ground-breaking and some just downright inspired. And you'll find them all detailed somewhere within the eight pages that make

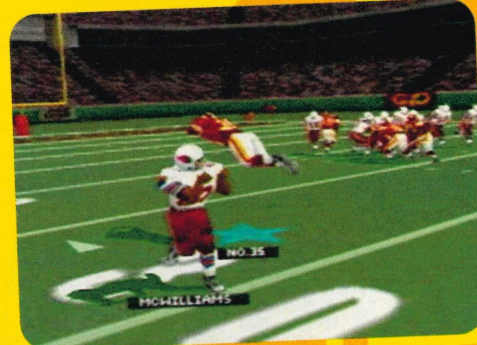
## Safe as Houses



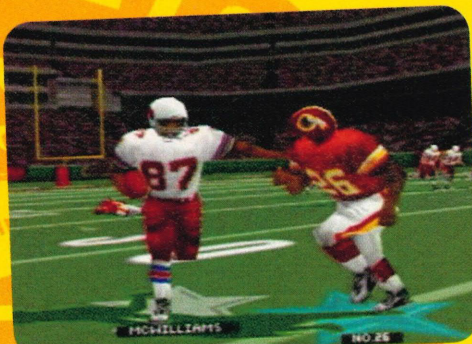
Try not to think about the defense until the ball is safely in your hands



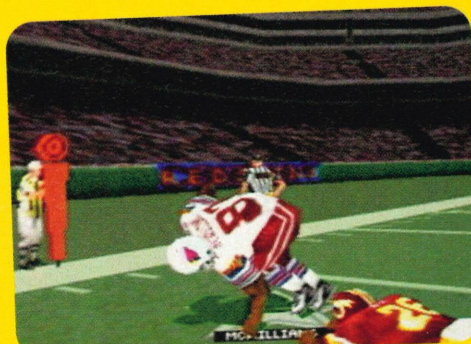
1 Here it comes. Now remember what Coach Madden taught you in school. Watch the ball into the glove. Keep your eye on the ball. That's all there is to it



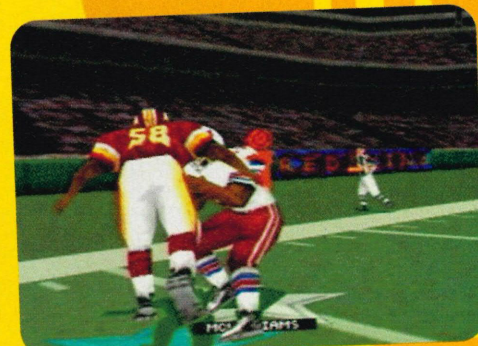
2 Oh, now that's beautiful. These fancy new animations are so detailed that your player's head will actually turn to follow the ball as it plops into his hands



4 Ner ner, can't reach me! Not with my swanky new hand off move you can't! See that dirt? Well get a knife and fork, and a plate. Put some dirt on the plate. Now eat it!



5 Knew I shouldn't have had that eighth pint before the game! You're my best mate you are mate. I know you didn't really mean it when you tried to tackle me back there. Hic



6 Blimey! No need for rough stuff. All you had to do was ask and I've have laid down. I'm not out for any trouble. Here, let me buy you a kebab...

### MADDEN CAMERA



**Default View:** Madden veterans will struggle to get to grips with it because of its zoomed in nature

### MADDEN CLASSIC CAMERA



**Familiar View:** The old favourite, but you don't get to see the full beauty of the game except in replays

### SIDELINE CAMERA



**Useless View:** Bit harsh perhaps, but to me Madden should always be played from behind the line

### DIAGONAL CAMERA



**Strange View:** Very different again to Madden as we know it, and a little bit confusing at first

### HELMET CAMERA

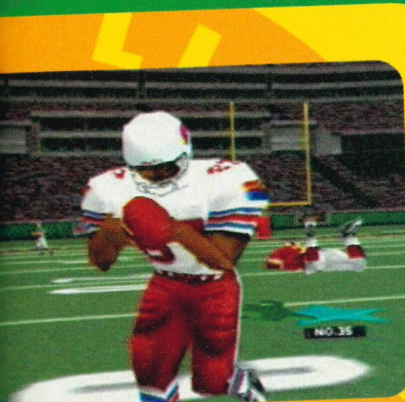




up this lovingly crafted review. But just briefly I'll say that the running game has been significantly improved (ie. you can now actually make progress by running the ball, whereas last year it was next to impossible), the refereeing decisions are spot on every time (not even a single dodgy Pass Interference call) and the options are as comprehensive as you could ever hope for.

## Bruised helmet

Innovation wise there's a fantastic Franchise Season mode where your job depends on the team being successful over a lengthy period, and the revelation that is Helmet Cam. They tried it in the last one, but it was about as successful as Man City's last few seasons, but this time



3 I think someone could be due for a visit to the opticians', don't you? Yes mate, that's the ball. You've caught it, now get a bloody move on!



7 What was I drinking last night? Knew I shouldn't have had that fourth vindaloo. Never again! I'm teetotal from now on. Etc.

“There are a million and one gameplay improvements (at least!), some subtle, some ground-breaking and some just downright inspired!”

it rocks! It's like having two games in one in some ways, because if you try and play it the same way as through a normal camera view you'll hate it, but employ a bit more discipline and steel yourself to take on the role of just one player instead of the whole team and you'll cream over it!

## Mad on Madden

Basically Madden '99 features everything you could ever want from an NFL game. I'm going to hedge my bets and say that I don't think Acclaim are going to be able to top this. Remember, EA Sports have been perfecting Madden for almost a decade now, so maybe it's a bit much to expect the new kids on the block to better it, in fact it's a credit to them that they've even come as close as they have.

This'll go down an absolute storm in America, no question, and it's certainly good enough to win over the majority who play it over here whether they like the real thing or not. Give it a go. I guarantee you won't be sorry! ●



### CLASSIC ZOOM CAMERA



Better Than Expected View: Surprisingly playable, although you do need to be very disciplined

### BLIMP CAMERA



Second Best View: A lot like Madden Zoom Cam, but with an elevated viewpoint and a bit further out

Nostalgia View: Like NFL games used to be before Madden. Quite like it actually

# It's Got...

3 pts

# 92%

## Why...

Madden '99 sets a new standard for American Football games, not just on the N64, but anywhere, and it's a level so ludicrously high that it's going to be a struggle for the likes of Acclaim to climb such a peak. Who cares though? It'll take months before you start to tire of this, and by the time you're looking for a new challenge it'll almost be time Madden 2000!



## Details...

- **GRAPHICS** So lifelike you feel every hit right along with the players!
- **SOUND** It's all a bit quiet, but up the telly and you'll feel like you're actually there
- **GAMEPLAY** Unbelievable, especially for fans of gridiron action
- **LASTABILITY** You'll be playing this well into '99, in both one and two player modes

## Why not try...

NFL Blitz may be a better option for NFL novices who just want fast and brutal action without any of the rule and stats malarkey



## Other Views...



**ALEX** Oh, for all sports games to be as faithful to the real thing and in such intricate detail as this!



**MARK** The attention to detail is magnificent. But, I preferred the simplicity of NFL Blitz.



**NOELY** If you're a fan of the genre you must own Madden 99, it's THE definitive gridiron game. Brilliant!

**READER REVIEW** I'm a Redskins fan and Madden '99 is a dream game for me!  
- Mike Turner, Bradford

● PRICE £44.99 ● MEMORY PAK SPACE 1meg (at least!)

● PUBLISHER EA Sports ● CONTACT 01753 549442 ● RELEASE DATE Out Now ● MAX. PLAYERS 2





REVIEW



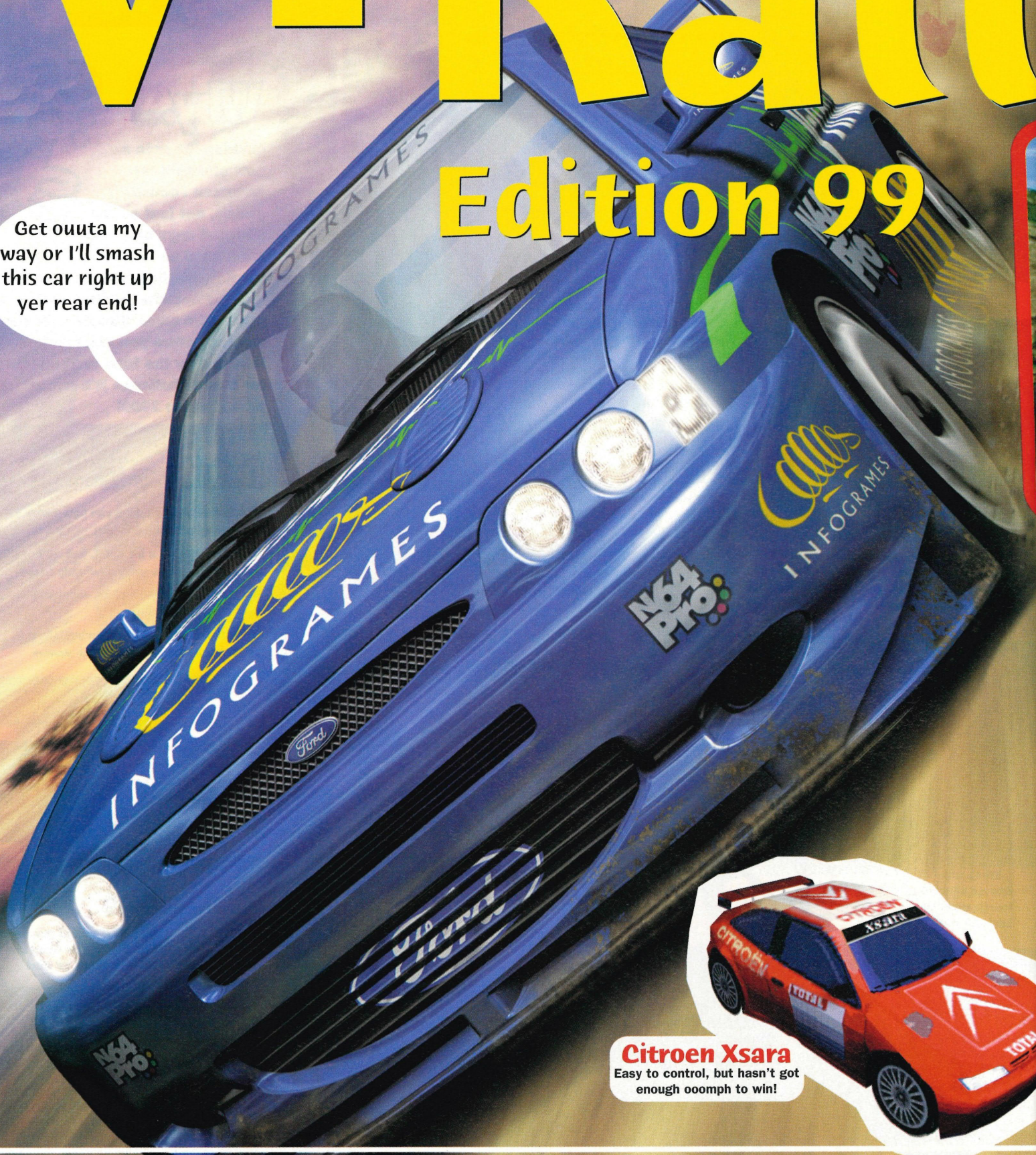
British Release

Michael Schumacher or Maureen from Driving School?

# V-Rally

## Edition 99

Get ouuta my way or I'll smash this car right up yer rear end!



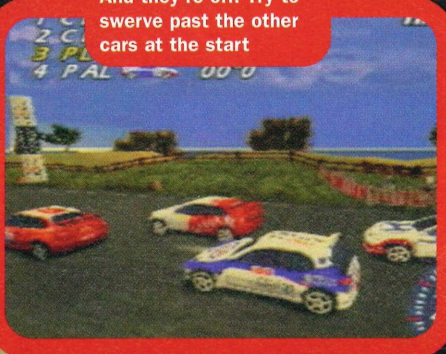
**Citroen Xsara**  
Easy to control, but hasn't got enough oomph to win!



**Y** It wowed racers on the PlayStation. It's been revving its engine waiting to be unleashed on N64. But now it's here, does V-Rally leave the greystation version for dust?



And they're off! Try to swerve past the other cars at the start



"Get outta my way ya \*&%\$rs." Road rage is a nasty side-effect caused by V-Rally



Handbrake turns go badly wrong if you're not a professional car thief



**M** ANY things hit you about V-Rally as soon as you start racing. The first thing is just how blisteringly fast the game is. The second is how difficult it is to control. And just as those two factors are sinking in, the next thing that's likely to hit you is the nearest wall.

You see this game runs faster than a rocket propelled, trainer wearing, cheetah on steroids. Your car's steering is as hyper sensitive as your girlfriend gets once a month. And the controls are unforgiving as answering yes to her question: 'Does my bum look big in this?' Novices will find the cars as hard to handle as a bucking bronco with its balls on fire.

You'll struggle in vain to fold your thumb first this way, then that around the analogue stick, only for you to end up wrapping your car around the nearest tree. The controls, coupled with uneven tracks, cause you to go airborne more often than the cars in a Dukes of Hazard episode.

But shortly after chewing through the analogue stick in sheer frustration you'll discover that the D-pad is by far the easiest way to control your car (a fact which betrays its PlayStation origins). A further discovery is that the hand brake is not just used for stopping your car from rolling down hills. It's best used in place of the regular brakes which are about as much use as

silicon implants are to Dolly Parton.

Quite simply, you're travelling so quickly that by the time you've feathered the brakes to slow down for a bend you'll have overshot the corner and end up wearing your steering wheel as a necklace.

A quick yank of your hand brake is usually all that's needed to throw your car around even the hairiest

corners on the most treacherous tracks in V-Rally.

Armed with this knowledge (and with one hand poised over the hand brake) you'll be able to scale the towering foothills of V-Rally's steeply banked learning curve and appreciate the game for the excellent arcade racer that it is. And once you're au fait with the controls, you're treated ▶

**"...faster than a rocket propelled, trainer wearing, cheetah on steroids"**

### Hyundai Coupe

Fairly fast but the handling's pants. I avoided this one!

### Nissan Almera

Small and nippy. Fast off the start but slow in the race!

### Ford Escort

Alex's just bought one so it must be good. Fast stuff!





# V-Rally Edition '99

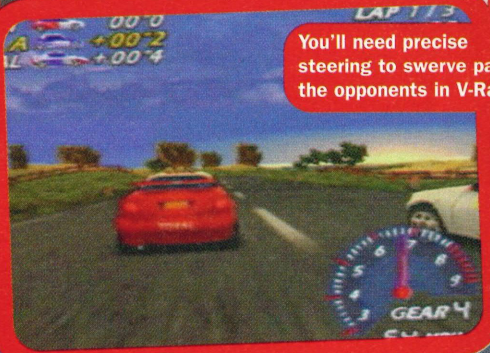
When the cars collide one of them usually ends up in a ditch



If you overdo the steering then your car'll spin right out of control



You'll need precise steering to swerve past the opponents in V-Rally

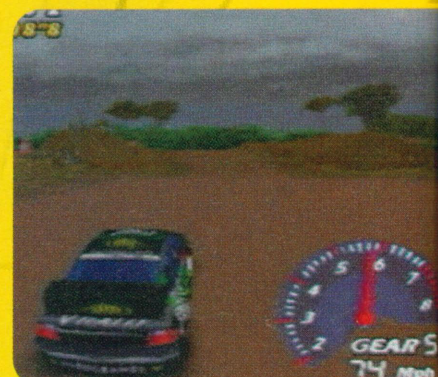


## Around the World in eight lands

Each of the countries in V-Rally has between five to eight tracks to tear around



The road's icy high up in the French Alps. Try to keep a straight line



There's plenty of room on the Safari level, just try not to hit any protected species

to some of the most challenging races on one of the most complete racing games on the N64. What other N64 game can offer you this kind of speed, this number of realistic rally cars, there are 12 in all, racing around this number of varied tracks (set in no less than eight countries), racing in all types of weather conditions? Answer: none.

The atmosphere throughout has been painstakingly recreated. There's the throaty roars of your engine as it leaves the floor to the very realistic nail bitingly tense thrill of driving through the pouring rain at night with only a few feet of the track in front picked out by your headlights. The experience is as frighteningly real as letting Maureen from the Driving school go for a spin in your dad's new car.

I wouldn't be doing my job correctly though (it wouldn't be the first time - Ed) if I didn't point out some of the game's graphical drawbacks. Firstly, the dreaded pop up rears its ugly head like a ...well like a huge mountain rearing up suddenly in front of you. While this is no worse than the PlayStation version, one would have hoped the power of the N64 would have allowed for a pop up free zone. Secondly, there's some

degree of glitching as the collision detection routines go awry and some of the polygons occasionally overlap. All of which is regrettable since it mars (and note I said mars rather than ruins) the game's otherwise impressive looks. Despite these criticisms V-Rally still ranks as one of the fastest, smoothest and best racers on the N64 without ever achieving classic status. If we hadn't already played and drooled over F1 WGP this might

have gained another few points. F1 WGP has raised the stakes and shown that truly classic titles are possible on the N64, but with lightning quick rallying action, and more tracks than a smackhead's arm, V-Rally is a racing fan's dream that (F1 WGP aside) streaks past the opposition. Be warned though, it's

also a beginner's nightmare. An overly sensitive control system, twitchy handling and very unforgiving driving physics mean it'll drive learners up the wall

“...as hard to handle as a bucking bronco with its balls on fire”



### Peugeot 306 Max

A boy racer's dream machine. Fast and fun to drive. Great!



### Renault Maxi Megane

A good all-rounder, but the colour's awful!



### Seat Ibiza GTi EV2

The souped-up mum-mobile. Faster than any other family hatchback





# It's Got...



# 90%

## Why...

V-Rally's offers edge of your seat, trouser browningly tense rallying thrills. It's unnecessarily hard to get to grips with for novices. But with more cars, tracks, and speed than Top Gear Rally, this is one of the fastest, smoothest and best racing games on the machine. And along with F1 WGP and Top Gear Rally, it's among a trio of racing games worth forking out for.



## Details...

- **GRAPHICS** Good looking cars and detailed tracks despite the pop up and some glitching
- **SOUND** Realistic engine noises solid collisions and tons of co-driver speech
- **GAMEPLAY** Extreme frustration soon makes way for supreme challenge and enjoyment
- **LASTABILITY** Tons of tracks and a Time Trial to keep you coming back for more

## Why not try...

The best racer on the N64 is undoubtedly F1 WGP but if Formula 1 isn't your bag then try the equally smart Top Gear Rally. Slow at first but brilliant once you get into it



## Other Views...



**STEVE** A long way from the brilliance of F1 WGP, but as an arcade racer this is as good as any I've seen



**LEWIS** The best pure rallying game on the N64, that beats F1 WGP for speed. Just takes a while to master



**MARK** Sorry, but I thought this was complete dump. Terrible handling and lots of pop-up. Get TGR instead!

**READER REVIEW** I maybe better than these guys, but I didn't find it tricky! Great stuff! Trevor Mallinson, Hampshire



In Corsica the coastal roads get hit by a lot of fog. And it's a long drop into the water!



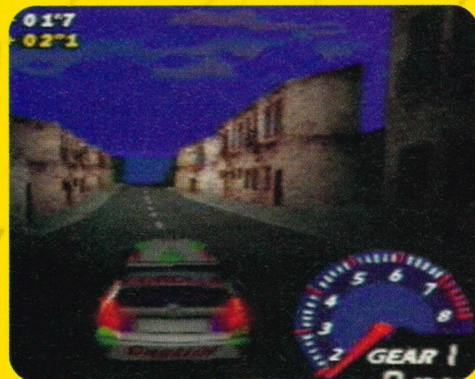
Home sweet home! The tracks in rural England are full of narrow tracks for you to tear down



In the rain forest's of Indonesia you'll find bumpy tracks pose a real problem



In New Zealand there's more sheep watching the race than people. The scenery's nice tho'



Hola! The Spanish course's are full of narrow streets. And it's even harder to win at night!



You'll have to be careful in Sweden or you'll find your car spinning straight off the track

## Subaru Imprezza

The King of the rally. Quick from the start and has a high speed. Awesome!



## Toyota Corolla

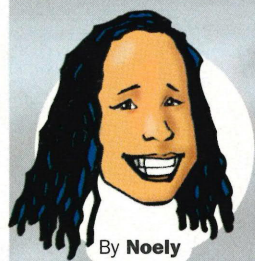
Best of the Kit Cars, a high top speed and good handling



PUBLISHER Infogrames • CONTACT 0161 827 8000 • RELEASE DATE OUT NOW • MAX. PLAYERS 4 • PRICE £39.99 • MEMORY PAK SPACE Saver to bridge



More hits than you can shake a hockey stick at, but does it cut any ice?

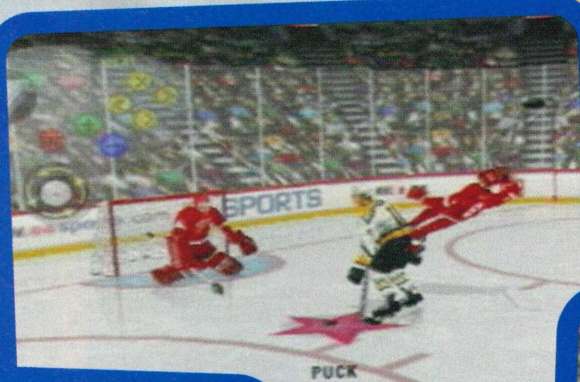
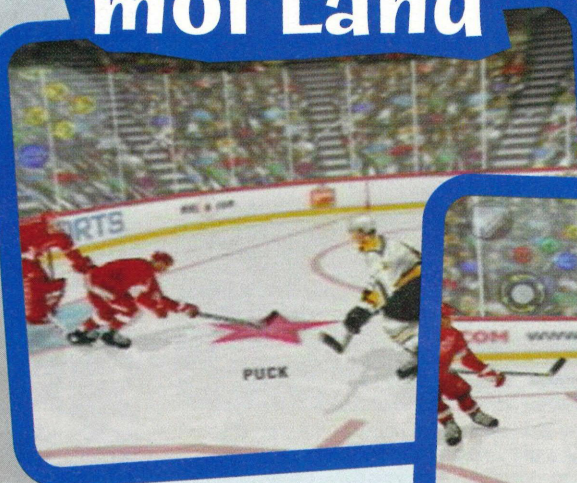


By Noely

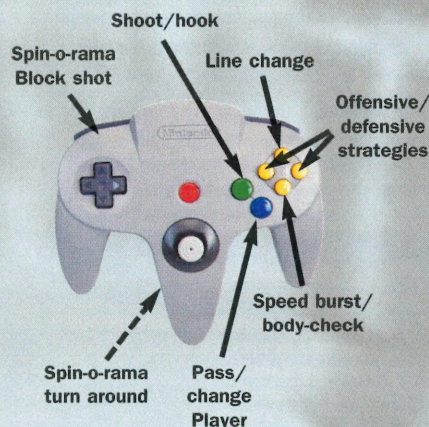
# NHL '99

NHL '99 charges onto the ice rink for its N64 debut. If it's gonna score a hit with the N64 Pro team, there'll be no hiding place for any slipshod slapshot efforts. The Puck stops here!

## Get 'orf moi Land



Not all goals are about flair and finesse. Check this out for a poachers goal, that's more to do with grit and determination. As Detroit attempt to bring the puck out of defence, the No.11 muscles him off the puck and fires home. He hits, he shoots. He scooooores!



**M**Y LOVE affair with NHL started way back on the Megadrive when myself and a bunch of mates spent many an hour 'on the ice' when really we should have been studying.

I ended up scraping through my course, but can proudly declare that there was a time when I was 'king of the rink.' My slapshots were legendary, my one-timers first class, and when I checked you, you stayed checked. They say that reconciliations never work, but when

**“My slapshots were legendary... and when I checked you, you stayed checked”**

the flame burned as brightly as NHL once did, it's hard not to at least try and rekindle the old flame.

Initially all bodes well for NHL '99. From the moment your players 'take to the ice' the games visuals cannot be faulted. EA's polygonal players are detailed and sharp and though

there's still some anti-aliasing going on, the graphics are on the whole extremely impressive.

### Furry ice

The rather blurred players in NHL Breakaway '98 simply cannot compete with the visuals here (although Breakaway '99

## Don't take away my Breakaway

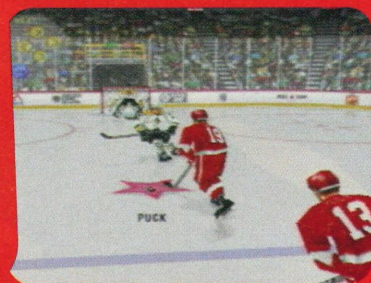
The counter attacks (or breakaways) in NHL '99 are so lightning fast they'll make your head spin



A Pittsburgh attack breaks down and Detroit counter with a quick breakaway chance

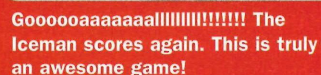
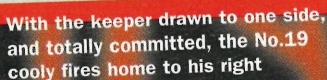
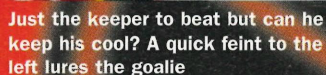
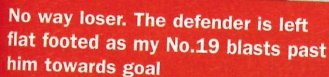
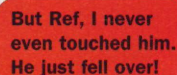
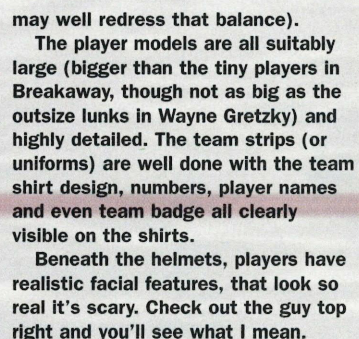


Note how the Detroit forwards hang back before the blue line so that they remain inside



The break is on, but will the Pittsburgh defender snuff out my budding attack?





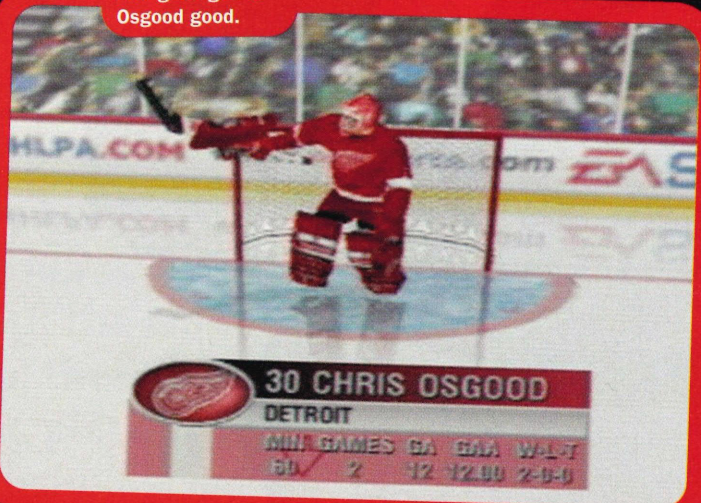


# NHL '99

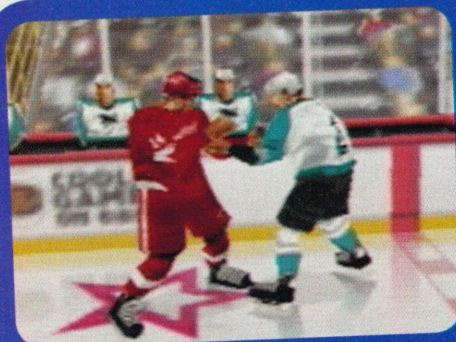
EA SPORTS

Face off?  
Face off? If he hits  
the puck at me that  
hard again I'll rip  
HIS bloody  
face off!

The Detroit goalie  
is Chris Osgood.  
And good god is  
Osgood good.



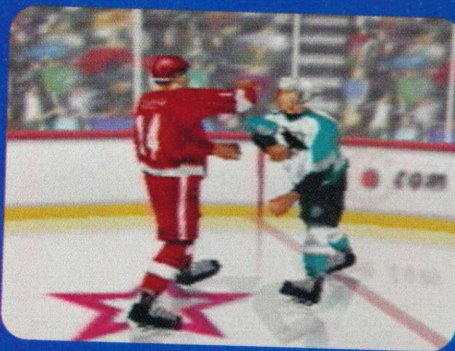
I'm gonna puck  
you up



After a huge hit by Shanahan on Granato, the gloves are off and the puck is forgotten



Like an episode of Jerry Springer, the players grapple with each other egged on by the baying crowd



Shanahan throws a vicious right hook, but Granato ducks and counters with an uppercut

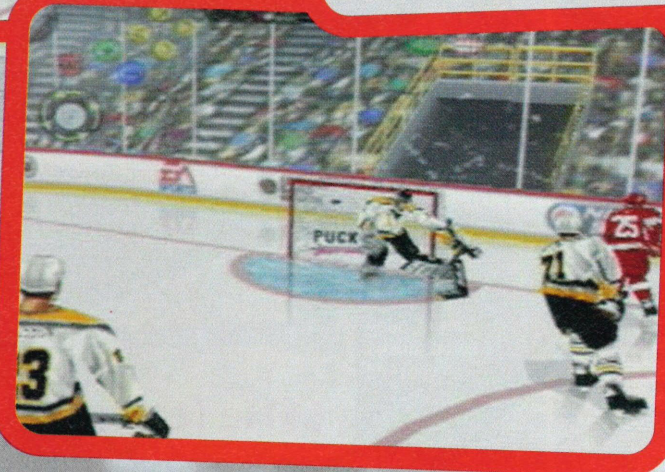
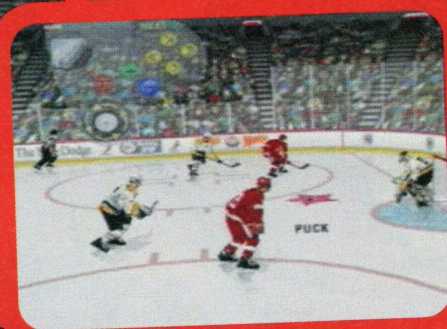
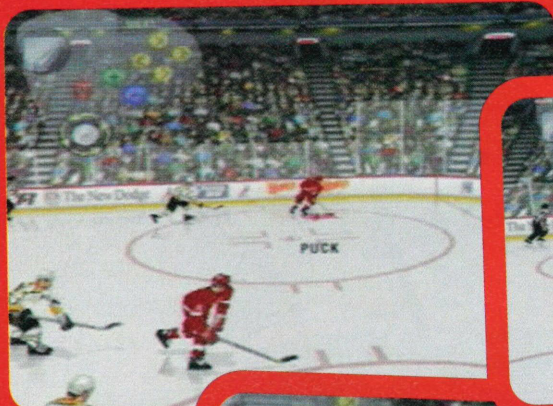


Pow! It connects and the Detroit player is sent sprawling to the ice



# Big it up, One Time!

The tried and trusted 'one timer' shots are here in NHL 99. Wait for your players to support the play. Tap the pass button, then press and hold your shoot button. Release as the puck arrives to rocket an unstoppable shot into the net. Gooaaaal!!!!!!



The games graphical prowess isn't just limited to the players either. The large arenas are all highly detailed, even down to the markings on the perspex when the camera dips behind them. The ice has reflections (or at least partial reflections) on the players from the knees down at least. And the excellent sound effects coupled with the some subtle lighting effects help create an atmosphere so realistic you'll want to put your coat on while playing.

## The dying fly

The attention to detail is continued throughout in the animation. Whether skating, shooting, checking, charging, tripping, fighting and err...half dying (when you've been injured by a particularly hard hit) the players animated actions are not only

varied, but also extremely realistic. They move about the ice swiftly but smoothly, like rocket-powered Torvill and Deans. And the effect of all the little added touches such as players skipping over downed skaters is as cool as well, ice.

The game, which has a full NHL

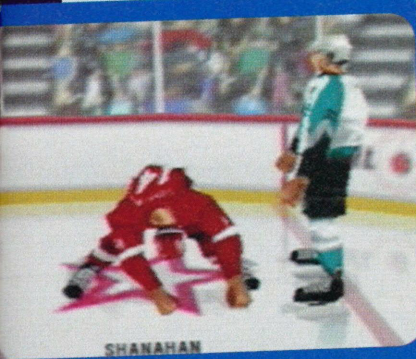
**“...players skipping over downed skaters is as cool as well, ice”**

and NHLPA license, has all the NHL teams, as well as 18 top international teams. The now obligatory exhibition, season, and tournament modes are all here as well as playoffs and shootout modes. There's a create a player feature (as

seen in NHL Breakaway), and the option to trade players (in case your newly created player turns out to be a bit of a dud) and the ability to sign free agents.

As for how it plays, NHL '99 plays a fast and frantic game of ice hockey. Games are end to end, with rip-roaring goalmouth action, only stopping for the occasional bare knuckle brawl.

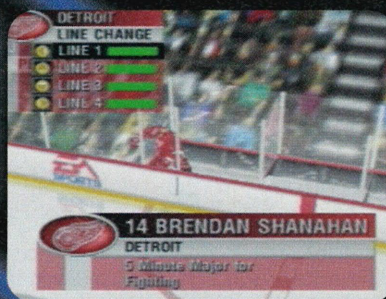
Your players really zip across the ice (though they do gradually tire if not substituted). Incidentally, line changes can be handled automatically or manually (though manual changes leave you prone to being caught short at the back as your subs join the ice) on opposition breakaways.



Shanahan stumbles back onto his skates semi concussed to reenter the fray once again

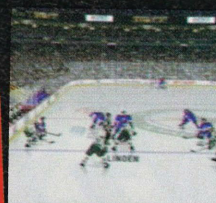


But the referee's seen enough and orders Granato to the sin bin

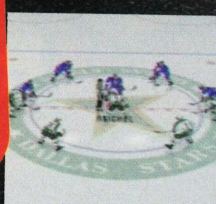


Shanahan too is ordered to the sin bin with a five minute penalty for fighting

## Icetek Camera



**Classic Camera:** The normal view usually found in hockey games and one which traditionalists will likely plump for



**Ice Camera:** As the name suggests this view is 'close to the ice', and thereby closer to where the action is taking place



**Press Camera:** Viewed from high in the stands (presumably from the press box) this is an elevated sideline view



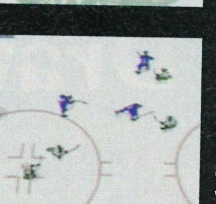
**Broadcast Camera:** A television broadcast style camera angle (it's a little more zoomed in than the Press Cam)



**Chase Camera:** Chases the action (ie the puck). If it doesn't make you sick then it offers a great close-up view of events



**Scoreboard Camera:** If you were hanging from the scoreboard during a game (before being arrested) this is what you'd see from there



**Overhead Cam 1:** If the scoreboard didn't exist (ie some vandal had pulled it down) this is what you'd see from the roof



**Overhead Cam 2:** Another slightly angled view from the roof of the building. If you ever come down from there you're in big trouble



# NHL '99

## Thomas the Tank Engine

Welcome to the freight train. No.55 gets a little complacent in possession, then... Bam! Dome hits him like a steam train. As he skates off, the Detroit player groggily stumbles to his feet



**“He feints to his left, then shoots to his right and... SCORES!”**

In fact, as Alanis Morissette might have observed, isn't it ironic that Acclaim's game is titled Breakaway when in fact EA's game is far more suited to the title. NHL '99 plays an extremely open game with lightning fast counter-attacks (or breakaways). Keep your head in such one-on-one situations and the goalie won't stand a chance. He feints to the left, then shoots to his right and... SCORES!!! Boomshakalack!

### Hard slaps

There are loads of ways of scoring as well. One-timers, slap-shots (there's a power bar that gauges

the strength of your shot), close tap ins, deflections off the goalie, and those that ricochet in off the post are all possible. The AI of the computer teams is intelligent, and it's particularly satisfying to see your team-mates hang back behind the line to prevent straying offside, intelligently support your

breakaways, break into space, and ready themselves for the one-timers.

And if you're unhappy with the way things are going the game also gives you the option to alter your tactics and format 'on the fly' using the camera buttons (although the method used means that beginners end up pressing the camera buttons by mistake and so accidentally changing their formation).

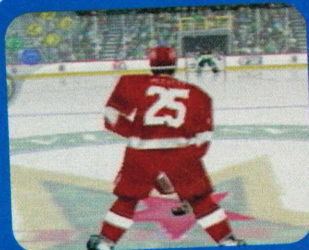
### Steve 'Austin'

Complaints of an occasional delay between releasing the button for a slap-shot and your player actually releasing the shot were voiced by Steve and others. It's a matter of opinion as to whether this is due to Steve's sloth-like reactions or actual unresponsiveness. I suspect the former since I didn't have a problem.

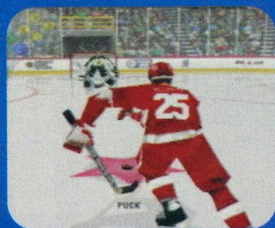
From my own point of view I

**Okay pardner, Draw!**

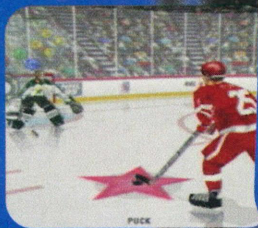
The shootout is ice hockey's ultimate one-on-one contest. Just you vs. the keeper in a test of nerves



The Detroit No.25 composes himself ready for his tense penalty shot



As he bears down upon the keeper it's decision time. Which way will he put it?



He skates to his left, but the goalie covers his net well, anticipating the shot

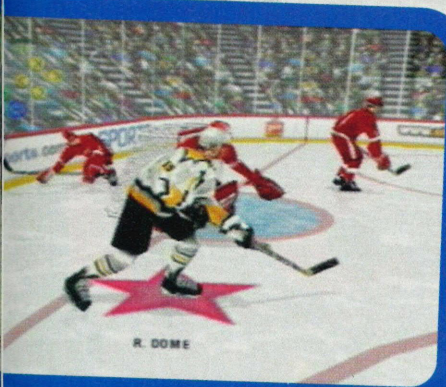
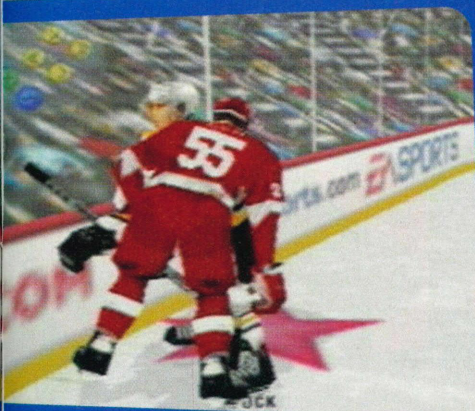


A quick change of direction and the Detroit forward sees an opportunity to shoot



He drills his shot straight between the keeper's open legs





thoroughly enjoyed NHL '99. It's extremely playable, instantly accessible (particularly with the introduction of the beginner level), looks, sounds and (just about) plays better than any other ice hockey game on the N64. However after seeing EA's other sports sim Madden 99, I guess I was expecting that little bit more from this.

**“Perhaps it's just not as fun unless you're bunking off lessons to play it”**

Get a group of mates round and a night in with NHL '99 is as inviting as a night in with Jennifer Aniston. It's just that I'm no longer so in love with the 'old flame' to warrant a 90+ score and our ultimate accolade of a Sore Thumb Award. We are friends though, and at 89% I guess you could say we're still very good friends.



The keeper attempts to snap his legs shut. But it's too late...

...with no defence to blame the keeper hangs his head in shame

## Sticks 'n' Stones...



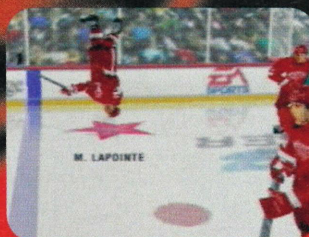
A swift interchange between the reds and Detroit go on a breakaway



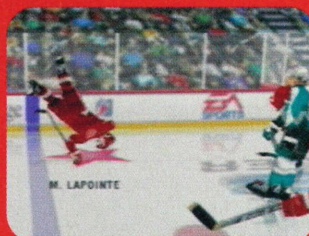
No.22 has other ideas though and moves to intercept, lashing out with his stick



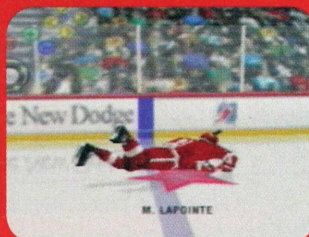
Whoa that guy's whole world has been turned upside down. Literally



The squeamish among you may want to look away now. This fall's gonna' be ugly



Lapointe is down 'n' out and it doesn't look like he's gettin' up



Whoa! Somebody call a medic. That's the last we'll see of Lapointe. At least in this game.



Okay, let's get this guy moved, we don't want blood all over the ice, do we?

# It's Got...

3 pts

# 89%

## Why...

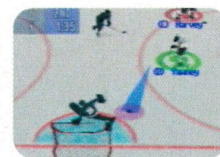
Like most ice hockey games, this is fast, frantic addictive and above all else excellent fun. If I'm a little disappointed it's because I've seen other versions of NHL '99. Or perhaps it's just not as much fun unless you're bunking off lessons to play it. On the whole it's great fun, but without commentary and the various embellishments found in other recent sports games this isn't the monumental classic it might have been.

## Details...

- **GRAPHICS** The best looking, most polished ice hockey game on the N64.
- **SOUND** Hard hitting sound effects and crowd 'oohs' & 'aahs'. But alas no commentary
- **GAMEPLAY** As playable as ever, but lacking the embellishments of Madden '99
- **LASTABILITY** Immediately playable, endlessly replayable especially in multi-player

## I'd Rather Play...

NHL Breakaway while not as graphically impressive is almost equally as playable. Mark's favourite and well worth a look



## Other Views...

- ALEX** Very similar to Acclaim's NHL Breakaway but just that bit more polished in every respect. Excellent!
- STEVE** Lacking that bit extra to make it really special, but still the best NHL game to date by some way
- MARK** I'd rather play Breakaway than NHL '99. This looks the business but it's not as much fun.
- READER REVIEW** I prefer this to Breakaway cos it looks better and plays much faster  
- John Macintosh, Inverness

PUBLISHER EA • CONTACT 01753 549 442 • RELEASE DATE Out Now • MAX. PLAYERS 1-4 • PRICE £49.99 • MEMORY PAK SPACE 1 Meg

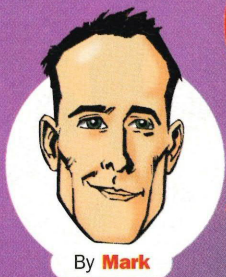




REVIEW



British Release



By Mark

# Starshot Circus

Get ready to run away with the Space Circus. Join this game and you'll be hangin' out with the craziest collection of creatures from the unknown universe



This futuristic Couch-Potato should come in handy...



...Starshot is sent to grab the telly-addicted 'bot...

**C**HECK THIS out for a surprise! I bet, like me, you've got all the best N64 stuff and you're now hanging on until Xmas when your Christmas list copies of Zelda and Rogue Squadron will keep you smiling right into the New Year. In all the fuss you've probably forgotten about poor Starshot! But trust me, if you overlook this fabulous game then you're makin' a big mistake.

Starshot: Space Circus Fever is the latest platformer from French company Infogrames. It's a 3D hopper made in the Mario mould, but with enough originality to mark its own territory.

What separates Starshot from all the other Mario-clones and Banjo-wannabes is a top sense of humour and hundreds of characters that are

so odd that I shudder to think of the warped mind that created them.

## Space hopper

You control Starshot, who's got a job almost as good as mine. He's the Star Juggler of the Space Circus (which means he can juggle stars). Starshot flies through space in an intergalactic big top and performs his act along with the biggest bunch of freaks the galaxy has ever seen (they even beat Noely in my freak test).

But now you need some new acts or you'll go out of business, so it's up

to you to comb the galaxy for space oddities to add to the circus show. Your quest will take you to a set of planets so deranged Kirk, Spock and Dr. Bones wouldn't so much beam up, as flip out, and all the time you have to fend off competition from your rivals, the Virtua Circus.

## Cartoon capers

This game's a lit bundle of Acme TNT, bursting with weird characters waiting to explode into action. You can chat to almost everybody in the

The C buttons change the camera view

Press the A button to Jump around

Tap the B button to fire a Star

Hold the Z trigger down and you can move the camera

Use the control stick to move Starshot around

“It's a lit bundle of Acme TNT, bursting with weird characters”

## Lost the Plot?

A long time ago in a galaxy far, far away... Hang on, that's the wrong one. Anyway, it's the 32nd century and there's a fierce battle raging across the galaxy. But this is no normal laser fight. This is a battle between the big tops!

Towards the far reaches of the galaxy exists the Space Circus, who collect weird creatures from around the galaxy and get them to perform in their show.

But now they're in danger from the evil Virtua Circus who capture the animals, kill them and put on a visual spectacular using holographic projections.

That evil show is putting you out of business and something has to be done. You must save your circus by travelling throughout the galaxy grabbing the most interesting creatures you can find and put on a show big enough to save your circus from ruin.



# t: Space ever

I'm Starshot. I roam the galaxy finding weirdos for my freak show

...and drag his butt back to the Big Top's teleporter

Dib Dib Dib! Starshot regretted asking if any odd jobs needed doing

You'll get into a world of pain on this level

If Noddy and Big Ears had a kid, this is what it'd look like

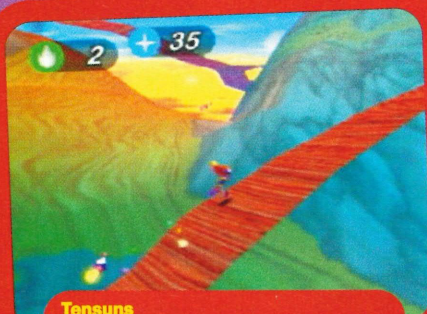
Never turn your back on big fat ugly ghosts. It tends to offend!



# Starshot: Space Circus Fever

## The Universal Appeal

In an infinite universe anything is possible. But you have to go a long way before you come across anything as bizarre as this bunch o' planets



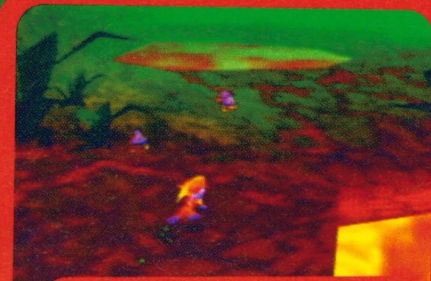
### Tensuns

The Ibiza of worlds with sun, sea, sand and lots of people hunting for nothing more than a good time. Lit by 10 artificial suns, you'll get a 24 hour tan upon your visit.



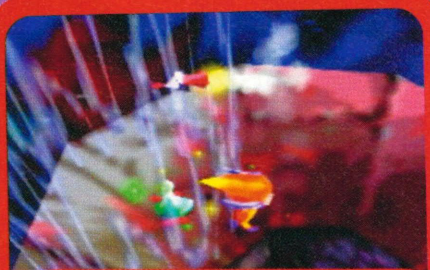
### Killer Expo

A permanent arms fair (that's guns and not limbs by the way). The perfect place for evil dictators, mad psychopaths and doctors of death. Here you'll find everything you need for your daily torturing and killing.



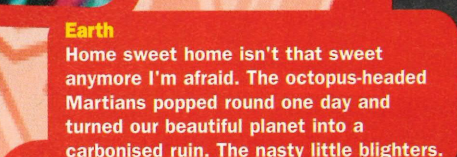
### Primitron

A backward planet where the natives carry spears to fend off vicious animals. Or so the brochure says, the stupid tourists are blissfully unaware of the Digital TVs, hi-tech sofas and fake monsters.



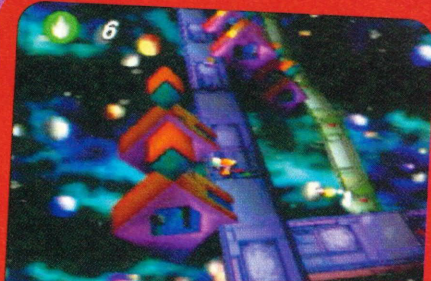
### Ultmacrash

If the Bermuda Triangle was launched into space it would crash on this planet. A gigantic scrapyard made out of all the damaged ships and filled with the ghosts of people who've died upon landing. Spooky!



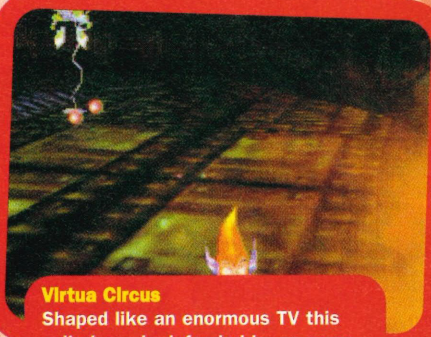
### Earth

Home sweet home isn't that sweet anymore I'm afraid. The octopus-headed Martians popped round one day and turned our beautiful planet into a carbonised ruin. The nasty little blighters.



### Tecnomum

No, it's not a planet of mums listening to happy hardcore and waving glowsticks. Tecnomum is filled with perfect machines that do everything for you. This stresses everyone out and they chill at the 'Hall of Mechanical Horrors' which is filled with malfunctioning machines.



### Virtua Circus

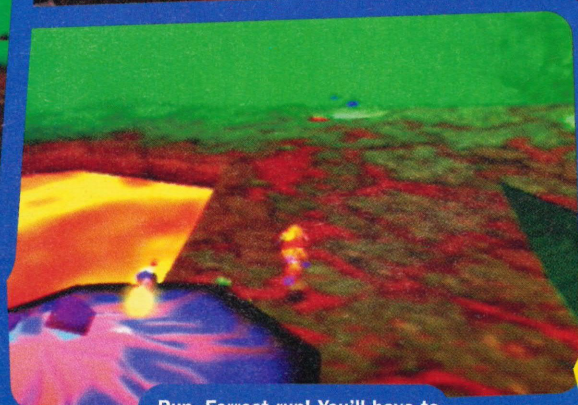
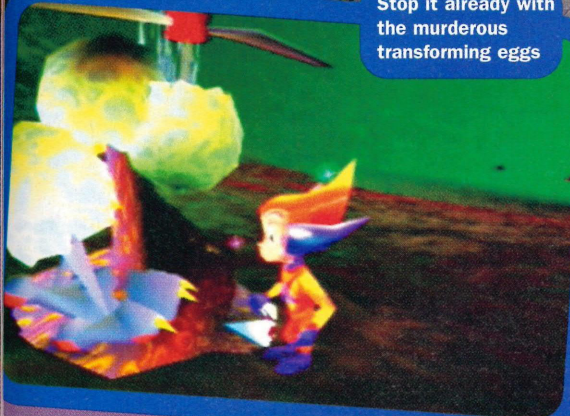
Shaped like an enormous TV this evil circus is defended by an array of laser turrets. Inside it's protected by virtual helmets that change the way you see your surroundings.







Stop it already with the murderous transforming eggs



Run, Forrest run! You'll have to peg it to stay alive in this game

game and the conversations are always fused with genuine quirky off-the-wall humour.

On the gameplay front things are equally as dynamic. Now, I'm going to try and avoid references to Mazza, so bear with me (Ooops – I shouldn't mention Banjo either).

Each level is a huge 3D world (even bigger than Cartman's keks after scoffing on Weight-Gain 4000) and somewhere on each world is a creature odd enough for your circus. The trick is finding it, getting hold of it and dragging its freakish butt back to the spaceship.

Throughout the levels are different coloured bonuses that you need to collect. The blue ones give you stars to fire at the bad guys, the red ones give your spaceship fuel to reach the different planets, the green ones give you energy and each yellow bonus

gives you... of flying time. Does all that sound familiar? Yup, it's a pretty similar system to those other games that I'm trying not to mention. But Starshot does have several neat little tricks of its own up its sleeve that separates it from, well... you know who!

### Pocket rocket

I love the flying aspect of this game more than that of any other platformer. You can fly from anywhere in the level by double tapping jump to grab hold of a rocket called Willfly. He's an unstable friend, so the minute you leave the ground you'll be wrestling for control as you spin

around trying to reach your destination. But since flying around's more fun than being suffocated by the pom-pom's of a thousand naked cheerleaders, you'll soon get the hang of it.

The stars you shoot can be aimed like a guided missile by holding down fire and moving the control stick so you can knock out the bad guys from around corners, and if you miss you can double back and try again. With a bit of practice your enemies are left with nowhere to run to and absolutely nowhere to hide.

I also like the way in which the checkpoints work. Scattered around each level are tunnels of light being beamed down from the spaceship. Whenever you run through one it becomes a checkpoint, and if you run out ▶

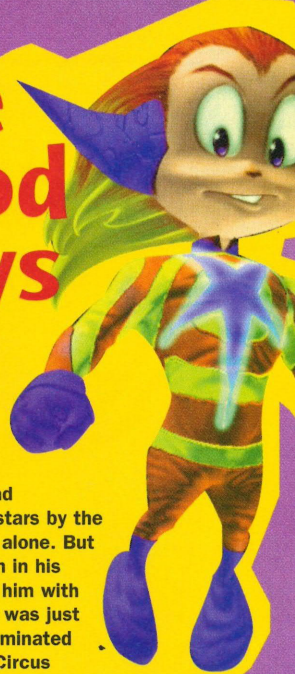
Beam me up Scotty. This planet's beginning to freak me out!



And they promised me lightning never strikes twice



# The Good Guys

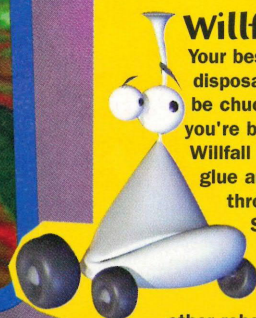


## Starshot

Our main man is the Star Juggler of the Space Circus. Starshot was created by the Killer Expo and trained to divert stars by the power of thought alone. But there was a glitch in his creation that left him with a conscience. He was just about to be exterminated when the Space Circus decided that juggling stars would make a great act and bribed the Expo into allowing him to run away with the circus.

## Willfall

Your best friend is a disposable robot designed to be chucked away as soon as you're bored. Despite this, Willfall sticks to your side like glue and is your ally throughout the game. Slightly grovelling around humans he also has a nasty habit of nicking parts from other robots (the scally!)



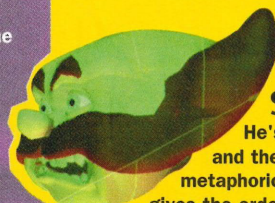
## Willfly

Your very own personal pocket rocket flies around with you throughout the game. You can even grab onto him and fly around the levels for a limited amount of time.



## Starcash

He's the ringmaster and the guy with the metaphorical whip. He gives the orders and you'd better obey, or its curtains for you.



## Captain Nobrakes

An old WWII pilot who's been pulled forward in time and now feels out of place in the future. He's the grumpy pilot of the Space Circus and a bit like Buck Rogers meets Victor Meldrew.





# Starshot: Space Circus Fever

“more fun  
than being  
suffocated by  
the pom-pom's  
of a thousand  
cheerleaders”

## The Bad Guys

### Wolfgang von Ravel

Your arch enemy is the ringmaster of the Virtua Circus. He runs a spectacular show by killing interesting animals and then reproducing them as holograms. Ooooh he's bad!

Mechanical Foot Soldier

The Jaw Phantom

Phantom Woo

General Killkill

Quatroblue

Giant Shark

Crier Robot

Virtua Robot



Stop cowering behind me  
you useless piece of JUNK!

of energy you'll be returned to that same point. There're no lives, so it's never really game over (but that doesn't make this an easy game - oh no!) You can also use the checkpoints at any time to beam back up to the ship where you'll get a ticking off by your freakish bosses for not finishing the mission, but you can always ask for more info or head off to another planet if you choose.

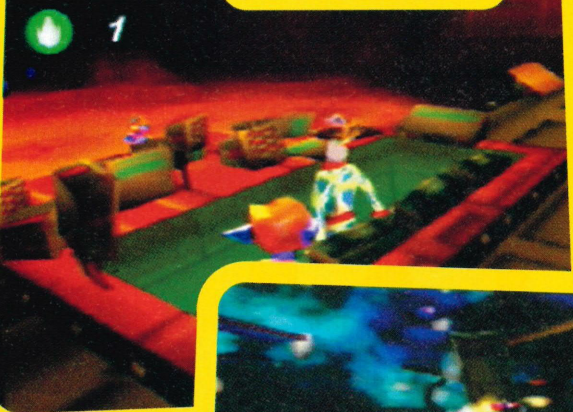
### Beat the Freak

It's certainly not all perfection though, so I'd better tell you the few niggles I have with Starshot. Take a look at the pictures and you can see for yourself that the graphics are tastier than a sugar-coated Nicola



One wrong jump and it could all be over. So BE CAREFUL!

'I'm too busy playing games to talk.' Sound familiar?



You'll fall forever in space so you'd better watch your step

Charles. What you can't see is the way things occasionally stutter when too much detail is crammed onto the screen. It's not so terrible that it puts you off the game, but it's there anyway and Starshot would have been so much better if everything ran as smooth as Pam Anderson's butt.

The other problem I have is with the camera. You have a great amount of control over the viewpoint and can zoom-in, out and all about your character. But when you're not pressing those buttons the camera has a tendency to be a bit wayward. It'll stay too far back leaving Starshot running around in the distance, or it'll go behind objects so you can't see

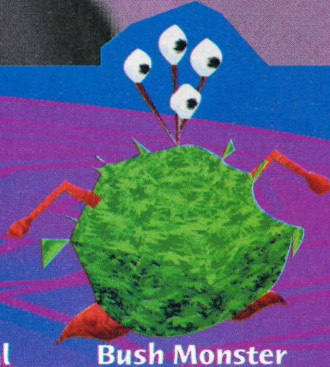
**“Tastier than a sugar-coated Nicola Charles”**

what you're doing. So every so often you have to stop and sort out the viewpoint until you can see what you're doing again.

These are little points though when you're playing a game as entertaining as Starshot. The insane characters, wacky plot and daft levels kept me entertained for far longer than I thought it would. It's not getting our coveted Sore Thumb Award simply because I feel that with a bit more ironing out this could have been a Banjo-beater (damn it, that bear always slips into reviews about platformers). As it stands though, this is an entertaining game that you shouldn't be without ●



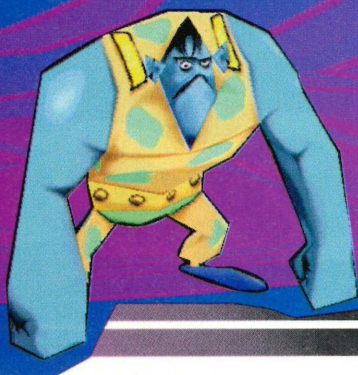
Mercenary Abalgoul



Bush Monster



Punching Ball



Monstrous Soldier



Super Sponge



Sweet Pinkos

# It's Got... 85%



## Why...

**STARSHOT JUMPS** into the ring and puts on a great show that's full of daft characters and insane levels. The design's good, the story's entertaining and the 3D worlds are huge. It just falls short of greatness because of the stuttering animation and some dodgy, confusing camera angles. But Starshot's still a great platformer, so why not check it out!

## Details...

- **GRAPHICS** Wonderfully designed creatures in a beautiful world. Shame about the stuttering
- **SOUND** The characters make sounds to represent speech, just like Banjo
- **GAMEPLAY** Fun to play right from the start. Top flying action but too much wandering around!
- **LASTABILITY** The levels are so vast you'll need the map to keep from getting lost

## I'd Rather Play...

Banjo and Mario 64 have both got better gameplay and nicer lookin' graphics. But Starshot's got a wicked sense of humour.



## Other Views...



**ALEX** Another sign that the N64 is the console to stick by over the next couple of years – not bad!



**NOELY** Didn't really grab me this one. Quirky fun, but not even in the same league as Banjo or Mario



**STEVE** There's too much aimless wandering for my liking, but there's no denying that it's a good laugh

**READER REVIEW** This game's really funny but you don't always know what to do!  
Mark Foot, Northampton

PUBLISHER INFOGRAMMES ● CONTACT 0161 827 8000 ● RELEASE DATE OUT NOW ● MAX. PLAYERS 1 ● PRICE £39.99 ● MEMORY PAK SPACE INTERNAL MEMORY



You'll be wiping bug guts off your helmet for months!

REVIEW



British  
Release

# Body

Die, you big,  
ugly, vicious,  
spidery alien  
beast!



By Steve

Pop quiz, hot  
shot. There's a  
dozen 20ft creepy  
crawlies around  
that corner with a  
taste for human  
flesh. What do you  
do? What do you do?  
It's time for a bug  
hunt...

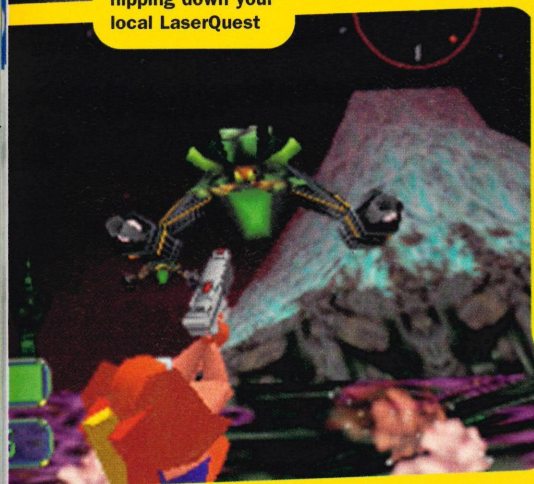
He doesn't  
mean it you know,  
we're best mates  
on the quiet  
really...





# Harvest

It's just like nipping down your local LaserQuest



Get the health and safety down here quick. Someone's gonna get fried!



**M**

ANCY splattering bug-eyed, brain-sucking, flesh-ripping aliens all over your telly? Then you've got to check

out Body Harvest, cos there's absolutely loads of them in here! Do you want something that taxes your brain? Something that tests your cunning to the max? Then still take a look at Body Harvest, because there's a new challenge to be solved around every corner. You'll be in puzzle heaven and exterminator hell, all at the same time!

Still not sending shivers down your spine? What more could you want? I know, you're the type that loves an adventure. A cracking good yarn, overflowing with twists and shocks,

set across a sprawling landscape and spanning a whole century of time. Well guess what, we've got just the game for you. It's called Body Harvest, and it's absolutely mint...

## Bloody tears

You know that saying 'you can't please all of the people all of the time?' Well it's simply not true. Not anymore. Body Harvest has something for everyone, and in massive quantities. Everyone that is who owns an N64. Did I not mention that it's exclusive to our favourite console? That's right, PlayStation owners'll be weeping into their



It's been a real bad summer for mosquitoes this year

primitive joypads at the news that the only way they'll get their hands on this awesome piece of software is to actually buy a Nintendo. Don't forget to point out to them what good value they are these days while you're wiping their tears off your shoulder! Excited? So you should be.

So what's all the fuss about? We've been telling you how good this game is for ages, but now if you pop down to your local

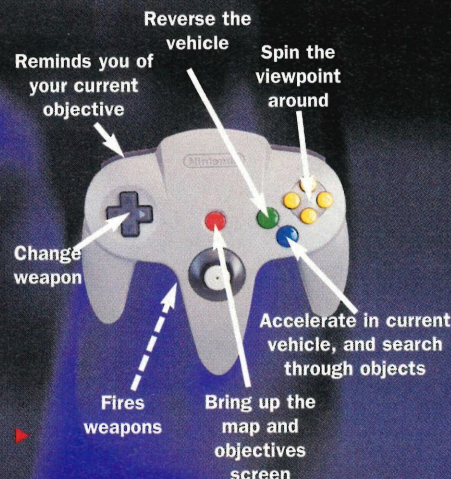
store you'll see that we've been right all along. Just don't forget to write in and tell us how grateful you are, because as soon as you sit down and play it you're in for a treat.

**“A cracking good yarn, overflowing with twists and shocks”**

## Vehicles

### GREEK VEHICLES - BACK TO BASICS

The Greek landscapes are literally littered with some of the earliest examples of the 'horseless carriage', and even one or two biplanes dotted about the place. Boy racers beware though, most of them would struggle to match pace with one of today's mountain bikes, so as long as you don't expect to be zipping around Greece like Damon Hill, you'll be fine





# Body Harvest

I knew I should have taken two bottles into the shower!

“PlayStation owners will be weeping into their primitive joypads at the news that this is N64 exclusive!”

**JAVA VEHICLES**  
— MILITARY MANOEUVRES  
Methods of transport in Java aren't all that much more advanced than they were in Greece, but there's been a giant leap forward in terms of firepower. Which is nice. Check some of these beauties out for size!



...and none shall cross until Talosous' fires burn again.

1 No time for reading all this mythology crap! Not when I could be outside spilling tons of bug guts on the road. Books are for girls!

Flights of fancy are all part of the fun in Body Harvest

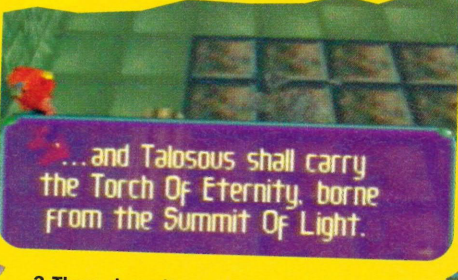




# Twisted Firestarter

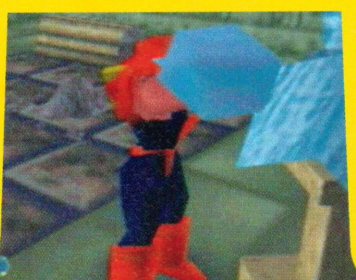


2 This place was in that book. And since I always believe everything I read, I'd better check it out...

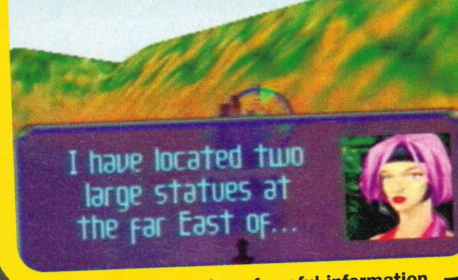


...and Talosous shall carry the Torch Of Eternity, borne from the Summit Of Light.

3 There doesn't seem to be a tour guide, so I'll have to look around on my own. Dunno what kind of tourist spot this is? It's not as good as Blamey Castle...

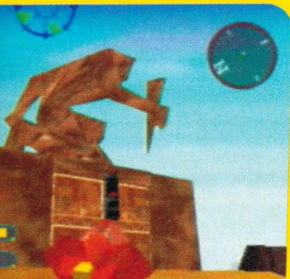


4 Whoops! I never touched it! It was like that when I got here, honest mate! Hang on a sec, this looks like it could come in handy...



I have located two large statues at the far East of...

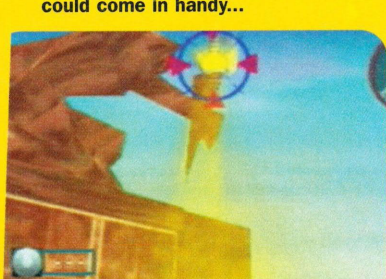
5 That Daisy's a mine of useful information. Not bad looking either. I certainly wouldn't kick her out of bed. Could do with a change of hairdresser though...



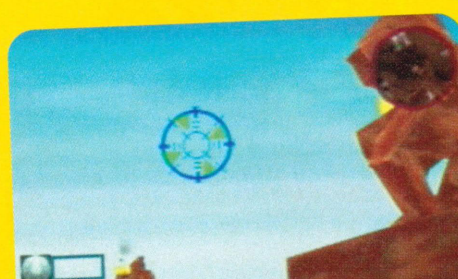
6 This is what she was on about, but I can't get in. The door's locked up tighter than a Salford chemist's drugs cabinet! Hmm...



7 That's interesting. There's an identical statue over there, but it's got a flaming torch on the top. That's it! It's a bit like that Crystal Maze telly programme this...



8 Maybe if I use my newly 'acquired' shiny thing to reflect the sun that might generate enough heat to spark a flame? It's worth a try at least



9 Cracked it. The torch is burning brighter than a stolen car on a council estate and the door's unlocked giving me free passage over to the other side. Dead clever me...

► You play Adam Drake, a futuristic warrior sent back in time to combat alien harvests that have been plaguing the earth for the last century, destroying entire continents and munching through anything and everything that gets in their way. Including the natives!

The aliens – slimy insects that'll turn the stomach of any arachnophobe – travel about on a comet that passes the Earth once every 25 years, and the scientists of the future have gathered enough information to accurately calculate the time and location that each attack took place. And you're the mug who's been chosen to go to that time zone, alone, and sort it. Or else.

## Insecticide

'Sorting it' involves making your way across each level, solving puzzles that allow you to get that little bit further each time. All the while you have to deal with the harvester

waves that are terrorising the local population, and if on any one level 25 humans die, then that's it. Game over. No doubt you'll make a fine toothpick for a hungry bug with a torso stuck between its razor-sharp front pincers. And then there's no going back, time machine or not!

Where Body Harvest scores big marks is not in its classic 1950's B-movie style storyline, but in the innovative and original way it approaches the gameplay.

Essentially the whole point of the game is to make it from A to B as quickly as possible, but along the way you must be prepared to carry out more varied tasks and actions than one of the shameless knobs on

## "We'd all buy tickets to watch Fireman Sam being disembowelled!"

the Generation Game. Guaranteed.

There are over 60 different vehicles you can 'borrow' to speed your progress through the levels (a similar kind of behaviour can be seen outside my house every night) and these range from taxis to helicopters to school buses!

There's even a fire engine you can joyride around in, although you'd better hope you don't run into any bugs because it has no weapons, only a high powered hose! You wouldn't walk into a lion's den armed with only a water pistol would you? Although we'd all buy tickets to watch Fireman Sam being

disembowelled by killer bugs!

After a particularly destructive harvest wave, you're faced with a race against time to get back to the fire station, nick an engine and speed back to the scene to put out the villagers' burning houses! There are loads of little sub-plots like these. You can choose to ignore them if you just want to concentrate on the main objective, but all these casualties soon mount up – and you'll be on the end of an alien's cocktail stick in no time. It's this variety that makes this a truly groundbreaking effort.

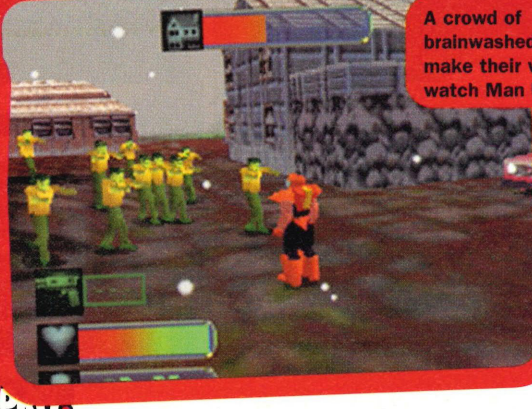
## ...And Automobiles

Each and every one of the 60 vehicles (that's cars, boats, planes and helicopters) handle realistically, and getting the hang of the controls of each is all part of the fun. In no

Probably not a good idea to hang around in there for too long



A crowd of brainwashed zombies make their way to watch Man Utd



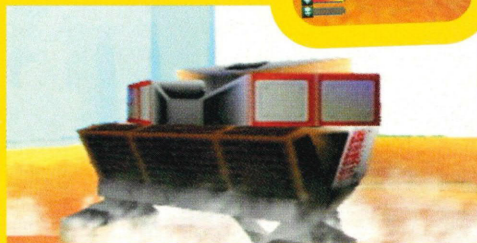


# Body Harvest



## Wish You Were Here?

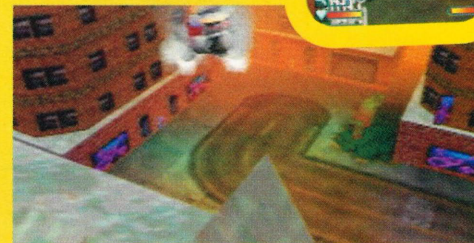
**Attack 1 Greece 1916** – Greece. Famed for kebabs, womanising and hairy faced women, it's also now known as the location of the first harvester attack wave. Why it was chosen isn't known, maybe the aliens have a liking for greasy food, but history tells us that this is where it all began, and is therefore Drakey's first port of call in the game. Be careful though, First World War torn Europe is not a place for the faint hearted!



**Attack 2 Java 1941** – 25 years on and the return of Comet Shesha sees the bugs ravaging Java, or the Land of Ancient Mystery as the locals like to call it. Presumably because we've never heard of it! There's another war on in Europe, but that needn't worry you, 'cos Indonesia wasn't involved. Good job really as you'll have enough on your plate avoiding the spewing lava from Mt Krakatoa and an even hungrier bunch of harvesters this time around.

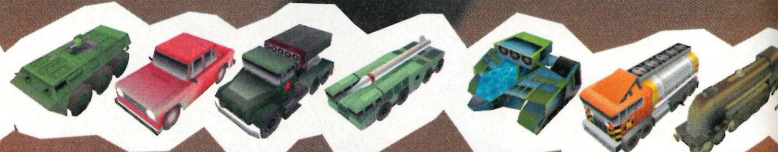


**Attack 3 America 1966** – While Geoff Hurst, Booby Moore and co were busy lifting the World Cup for England and The Beatles were dominating the pop charts the world over, the bugs were tucking into a banquet of roast Yank with a side serving of deep fried immigrant in the land of the free. This is where the vehicles really start to hot up as it was a classic era in motoring, so you get to smash up loads of top muscle cars and camper vans while you're at it! Cool!



### SIBERIAN VEHICLES – DRAB DESIGNS

Remember to pack a stupid furry hat before setting off to Siberia. It's always bloody freezing there anyway, but you have to go and get sent there during a Cold War! Whatever that is. Presumably both sides sneak around behind enemy lines, opening windows and leaving the fridge doors open. Or have I missed the point?







#### USA VEHICLES - GOLDEN AGE

Colourful, and over the top. Both phrases describe the cars and helicopters in this level about as well as they describe Americans themselves! If blasting hideous green mutant aliens with a machine gun mounted on top of a school bus sounds like your kind of thing, then 1966 United States of America is the dream holiday for you. Be sure to stop by your local game store and pick up a brochure...

► time you'll be exploring every inch of the landscape looking for a new toy to drive/fly.

I even found myself not worrying about solving the level on occasion and just marauded around nicking every mode of transport I could lay my hands on (not done that for a while). And this gives an already massive game (it's estimated that it'll take between 70 and 100 hours to complete from start to finish) incredible replay value.

#### Bulldog beauty

It's hard to find fault, and if I was pushed the only minor complaint I'd have is that the graphics are sometimes a little bit plainer than a lady footballer. But then at other times, when you're face to pincer with a slaving bug, Body Harvest has some of the most dramatic visuals ever seen on the N64. So it's really not a complaint at all.

The game's mood is set to

perfection by the music. A sparse, stuttering piano tune accompanies the exploration stages (reminding us of the old Incredible Hulk TV series

now being rerun on Channel 5), and actually reacts to the arrival of an alien by bringing in crashing drums, dramatic strings and picking up the tempo. Cleverly though the pace only changes when Adam physically sees the bug so there's no prior warning, and I don't mind admitting that on a

couple of occasions I actually jumped in my seat. Very cinematic, very impressive and very cool.

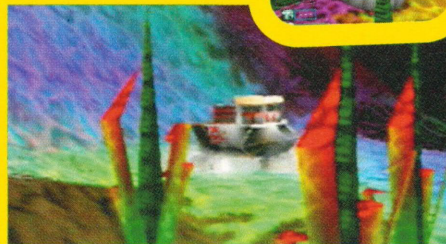
#### It's a steal

Just like the whole game in fact. It really is just like taking part in a 1950's movie and I could go on about it all day. Thing is, if I did that you'd be wasting valuable playing time, so I'll just leave it there. Now off you go, get your coat on and get down the shops. There's a bus due in a minute, why not nick it? ●

**Attack 4 Siberia 1991** - With the Ruskies preoccupied by the Cold War they were a soft target for an attack, and the bugs didn't disappoint, hitting the USSR with all the force of a Stuart Pearce free kick. Adam's got his work cut out for him here to fight off the fiercest invasion yet, but if you've managed to get the lad this far then you should be well enough equipped to cope by now. You'd better hope so anyway...



**Attack 5 Alien Comet 2016** - The final battle. Payback time. It's do or die on the ship that's been ferrying the bugs around the galaxy for the last hundred years, and the alien presence here is off the scale, but the reward for success is bigger than you could ever dream of. Victory means you've saved the Earth from total annihilation, and a true place in history. We won't even mention the cost of failure...



# It's Got...

# 93%

FEATURED HOUR LEADER  
3  
PLUS  
FEATURED HOUR LEADER

## Why...

With more variety than a summer season on Blackpool's Golden Mile, Body Harvest will have you plugging away for months. Easily the biggest N64 game to date, and certainly one of the best, this innovates where lesser developers would imitate and is yet another must have N64 title. And the best news is, there's more to come from DMA soon!



## Details...

- **GRAPHICS** Swings between being a bit ropey at times to absolutely amazing
- **SOUND** A haunting soundtrack sets the scene, and the effects are just about perfect
- **GAMEPLAY** Stunning. Varied. Incredible. Body Harvest cries out to be played to death
- **LASTABILITY** It's thought it'll take up to 100 hours to complete. Need I say more?

## Why not try...

Holy Magic Century isn't a patch on Body Harvest, but it's the only thing even close to it in style. Below par RPG, don't bother!



## Other Views...



**ALEX** Good, old fashioned 'save the world from alien invasion' fare with a few adventure bits bolted on. Top!



**NOELY** A breath of fresh air. Body Harvest is inventive, challenging, atmospheric and huge. Brilliant.



**MARK** A total stunner! This is a vast adventure mixed with a superb bloodthirsty shoot'em-up. Amazing!

**READER REVIEW** I'm hooked! Just gutted that I didn't get a chance to swipe the cart! Darryl Kearns, Watford

PUBLISHER Gremlin Interactive ● CONTACT 0114 2639900 ● RELEASE DATE Out Now ● MAX. PLAYERS 1 ● PRICE £44.99 ● MEMORY PAK SPACE Saves to cartridge



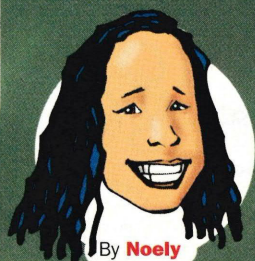


REVIEW



Mr. Glover man, they call me Mr. Glover. Shabba!

# Glover



British Release

You've really got to hand it to Glover. He's got real balls (four of them in fact), quite impressive for a glove...



**W**HEN A cack-handed wizard mixes his eye of newt with snot of toad, the results are disastrous. A flash of light, and the smell of charred digits fills the air and only a pair of Persil-white gloves survive the blast. Like Guy Fawkes appearing on a *Celebrity Can't Cook* Won't Cook, one glove is catapulted into the cauldronous cock up and becomes evil, the other tumbles out of a window and becomes our hero, Glover.

In the blast, the castle's power crystals are scattered around the world and there's only one man, man enough (or should that be one glove, glove enough?) to get them back.

## Groovy Glove

He may be just a mere Glove, but this guy's got more personality than a Blankety Blank panel and more appeal than a spread-eagled Natalie Imbruglia. At times, Glover could almost be human with the

glove's four fingers (well come on, five fingers would just be downright rude) magically transformed into arms and legs.

The Mickey Mouse inspired glove struts like a dude, slaps like a bitch, points, cartwheels, ducks and packs a punch as a perfectly animated fist. And all of this is animated so babies' bum smoothly that even Walt Disney would cream if he saw it.

What's so unique about Glover is

the way this hand handles.

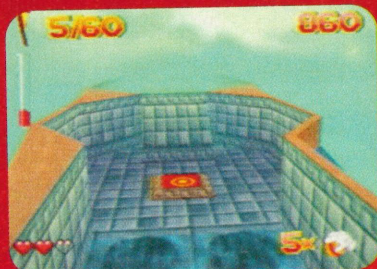
He has trickier digits than a lecherous Paul Daniels and more moves than a Jackie Chan triple bill. As well as those that he can perform on his own (ie duck, cartwheel, double jump, and fist-slam), Glover also has a fistful of abilities he can execute with his trusty ball. He can throw it, bounce it, lob it, slap it, and ball-walk by jumping on top of it. There are even little subtle touches such as when



## A Big Hand for Glover



Our glove friend is faced with a real problem. How does he get up there?



Dropping the ball on this ball switch might just be the answer



Ok, so now the door's open, but Glover will still struggle to reach it



The arrows on top of the wall hold the answer. The wall can be pushed



Some of the wonderfully weird bosses you'll meet in Glover



There's no glove lost between me and that white freak. I'm gonna rip his fingers off



We'd never condone drugs, but Glover's just necked a speed potion

“Glover has more appeal than a spread-eagled Natalie Imbruglia”



Time for Glover to hit the steroids first though methinks. A bit more body needed



With the potion swelling him to twice his usual size. Time to move mountains



With the wall now in place Glover can carefully tease the ball to the exit



A big hand for Glover as they reach the other side in one piece



# Glover

## Glover Gallery

The characterisation throughout Glover is superb. Here is a rogues' gallery of adversaries you'll come up against in the game



### Bovva (aka Nozzer)

This mutant busy bee is highly poisonous. Can be a real pain in the arse so listen out for his droning noise



### Frank (aka Steve)

Cobbled together from unwanted body parts (a cripples knees, a boxer's face and a lunatic's mind)



### Fumble (aka Stench)

Fumble's clumsy shambling and noisy muttering is only surpassed by the fetid stench from his rotting carcass

“You'll wish you had an extra hand, or at least a couple more pinkies, just to control the damn thing”

Okay, thinks Glover, she may be a big fat ageing dinosaur, but look at the size of her horns

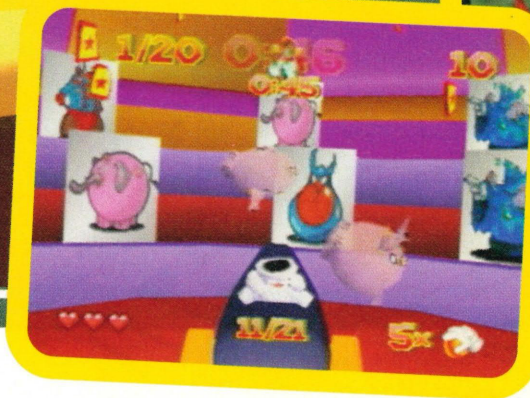
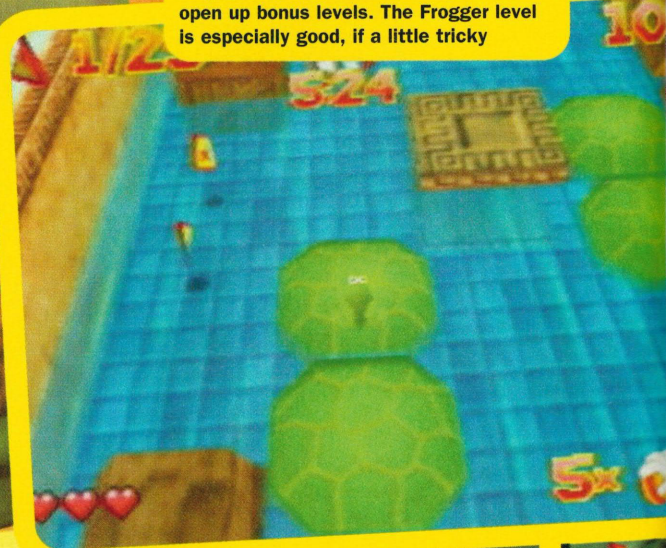


you leave Glover to his own devices and he amuses himself by lying on his back and fingering his own ball.

In addition, Glover can use magic (well he's a wizard's glove after all) to transform the ball into four different guises. The orange ball (the lightest) bounces higher and can be thrown further. The bowling ball is of course the densest. Its mass means it doesn't bounce but can break through walls and sink beneath the water due to its considerable weight.

A third guise is a small metallic ballbearing-like ball (with magnetic qualities), and finally its original guise of the green crystal. While in this form the green crystals are fragile and must be treated with kid

Play Glover on hard level and you can open up bonus levels. The Frogger level is especially good, if a little tricky







**RAPTOR (aka Jim)**  
Jurassic Jim as we like to call our aged Art Ed especially due to his prehistoric record collection



**Samtex (aka Alex)**  
With his super cool spex it has to be Lex. Beat him at any N64 game and watch him explode



**Thrice (aka Noely)**  
Noely has an armour-like ability to shrug off even the most scathing criticism of his long girly hairstyle

gloves. Drop them and they'll shatter losing you a precious life.

## Easy Glover. Not!

Warning! Before you go looking at the screenshots and decide that this is a cutesy kid's game, think again. It may look like the kind of game you could give to your baby brother (and to some degree he'll probably be able to control it) but don't you believe it.

The gameplay here is at times so teeth shatteringly frustrating that if you're not careful you'll be needing a false set of special Glover gnashers.

Such is the complexity of Glover's control method that initially you'll wish you had an extra hand, or at least a couple more pinkies, just to be able to control the damn thing.

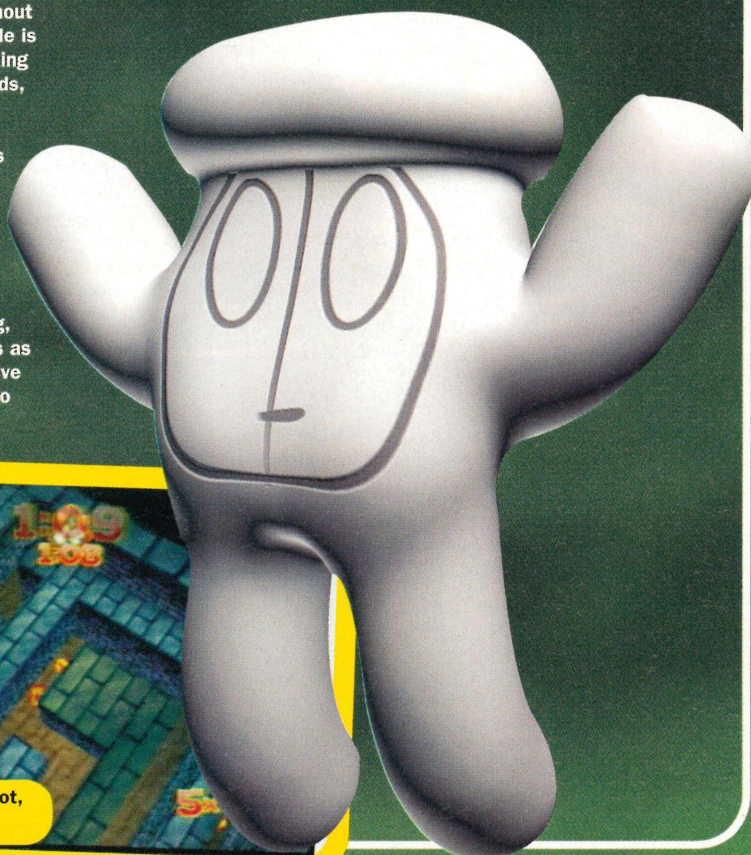
One of the trickiest skills to master is ball-walking. This is used to navigate expanses of water without getting your feet wet. The trouble is that since you're on a ball, walking forwards spins the ball backwards, and vice versa.

So your controls become inverted as you steer backwards to walk forward, left to walk right and so on. Confusing? Oh you have no idea. I've witnessed people struggling for a good half hour just to get through the training level. It's funny listening to them swearing, cursing and offering suggestions as to exactly where Glover can shove his ball as they attempt to get to

## Glover amuses himself by lying on his back and fingering his own ball

grips with Glover's awkward antics.

The real magic in Glover comes from the devious level design and the huge handfuls of moves you can perform with your gloves. You'll need lightning quick sleight of hand skills, a hatful of tricks and some magically inventive uses of your ball in all its incarnations in order to win through the game's 30 levels. And I can honestly say that Glover is a truly enchanting game to play



Other bonuses include a Carnival Shoot, Lava Chase and a tricky Maze Level

# It's Got...

# 83%

3  
pts

## Why...

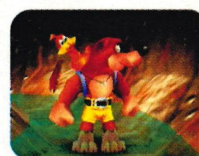
Once you get to grips with Glover's fistful of finger snappingly fiddly moves and fist-slammingly frustrating gameplay, there's much to enjoy. It's a puzzle-fest so a bit plodding for fast action enemy bashing freaks. But after all, he's a 'Glover not a fighter.' (Groan!). If you can keep a hold on your sanity, Glover reveals a spell-bindingly original puzzle game that's been glovingly crafted. This gets a thumbs and fingers up from me.

## Details...

- **GRAPHICS** Colourful if a little lacking in textures compared with the likes of Banjo
- **SOUND** Some of the twee tunes can grate but on the whole this is bouncy and cheerful
- **GAMEPLAY** Wonderfully tricky puzzles and inventive bosses add greatly to the experience
- **LASTABILITY** A tough rewarding long term challenge, for those prepared to stick in there

## Why not try...

If you prefer your 3D platformer's of a less brain taxing more fast paced variety, then try Banjo and his annoying pal Kazooie. Owning it is a bear necessity



## Other Views...



**STEVE** Nice to see someone try and break the mould for once, and Hasbro have done a great job



**MARK** A truly original 3D platformer. Frustrating to play but hugely rewarding. Glover's a stunner!



**ALEX** Fully infuriating 3D platform fare, but a novel, well crafted idea. It fits the N64 like a glove! Mmm...

**READER REVIEW** Didn't think this would be my type of game, but I absolutely loved playing it  
*Max Beauford, Darlington*

PUBLISHER Hasbro • CONTACT Bastion PR, 0171 490 1323 • RELEASE DATE Out now • MAX. PLAYERS 1 • PRICE £49.99 • MEMORY PAK SPACE Cartridge saveable



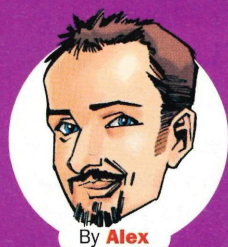


I'm all for one-on-one violence, but can't I just wear my normal clothes?

REVIEW



British Release



What a spectacle! Huge athletes at the peak of their profession using fighting skills honed through years of dedication to their sport to gain an advantage over their opponents. Whilst wearing daft costumes



Hold your head still, sir, while I measure you for your new cap

Guess who I'm doing now? Give ya a clue - He presents The Price Is Right

**B**LASTING off with the most spectacular FMV sequence ever seen on the N64, WCW/NWO Revenge sets out its stall to be the most accurate console re-creation of the American professional wrestling scene. With WCW/NWO Revenge THQ, once amateur back street brawlers of the 16bit SNES scene, earn themselves a lightning quick promotion to the glitzy and glamorous spandex-encrusted world of pro wrestling. The American 'big is beautiful' mantra couldn't apply more to this game. All of the 40-odd fighters weigh

more than young elephants and have muscles the size you can only get by bench pressing double-deckers.

### Spandex Ballet

After having played Revenge for a few minutes, however, YOU'LL feel like you've been bench pressing the whole of London and Edinburgh's tour fleet. You see, although Revenge is a 3D fighting game, you control your fighter using the D-pad. It isn't long, therefore, before your thumb's throbbing like one that's just been smashed with an anvil in a Tom & Jerry cartoon.

The analogue stick only comes into play on a couple of

**SPECIAL NOTE:** Left shoulder button - avoid/counter grapple/flip opponent/pin downed opponent  
Right shoulder button - block/counter attack

Flip opponent on mat  
Moves wrestler around the ring

Gets crowd on your side and performs special moves

Weak attack/strong attack/ attack with weapon

Grab weapon/climb in and out of ring

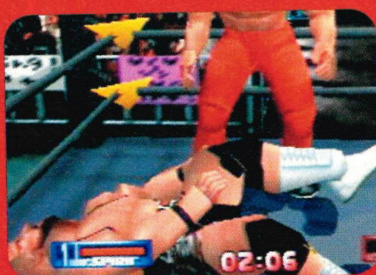
Change focus to other opponent in matches with three or more wrestlers

Climb on tumbuckle/run/slide in or out of ring

# Superbrawl!



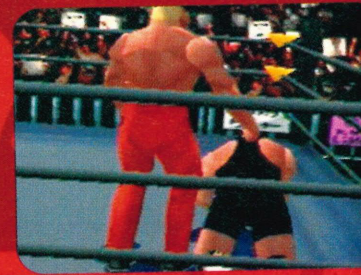
No! No! Anything but the Marmite motorway move!



The spirit meter shows Norton's well over the limit. He won't be driving home!



Hey, less of that, half of our readers are below the age of consent



I'm sure I dropped my contact lens around here somewhere...



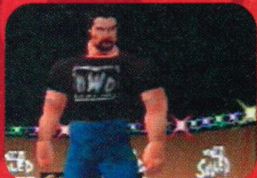
# O Revenge

## Everything I Do...

Canadian rock star in job-swap shocker! Okay, so the 'Everything I Do' Bryan Adams is a pock-marked, gravel-voiced singer, but you never know, Revenge's Brian might be a distant relative. Here's a just few of the 38 available costumes



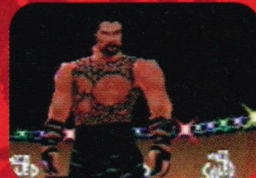
Big Bri makes lifting the invisible 10 ton weight look easy



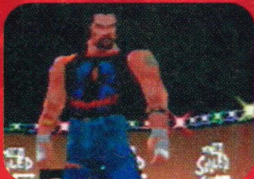
This is an outfit you'll often see Art Editor Jim Eagers modelling!



A costume fit for a superhero! Best change your first name, Brian



Ill fitting fishnet stocking thing? Ooh! Suits you sir!



Brian sports the cut-off heavy metal look to show off his tattoo



'I'd like something with skulls on, please. And a sort of Eagle thing'



'You told me the Hallowe'en party was tonight, you lying bastards'



The Action Man look - hairless chest, gripping hands and plasti pants

I'll fight anyone so long as they promise not to touch my tattoo. It still stings

occasions. Firstly, to increase your 'spirit level' by posturing and posing for the (appallingly drawn 2D) crowd like a proud peacock and secondly to

waggle like a maniac when your spirit meter is flashing the word 'Special', enabling you to perform your special move.

Each wrestler's special attack is pulled off by pushing and holding the A button for a strong grapple, then tapping the stick in any direction. There are five different special attacks available in the game, but not every wrestler can use all five. Some wrestlers can perform two, while other scrappers have all five Special Attacks.

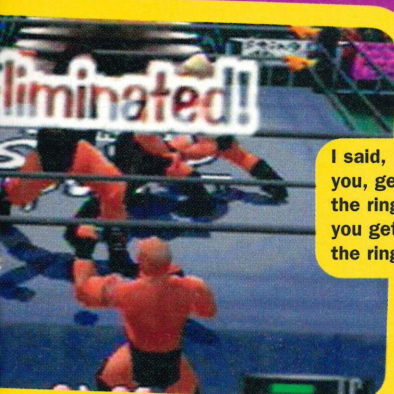
### Brawlfest

Apart from the expected one-on-one bouts, there's two-on-twos, one-on-twos and four-fighter every man for himself Royal Rumbles. These are a scream in four player mode as even if

**“One-on-ones, two-on-twos and every man for themselves!”**

you've thrown someone out of the ring, you can still be dragged out by the person you've just despatched!

Weapons such as chairs, coshes and, bizarrely, road signs can be plucked from the front row of the cheering audience for extra brutality and hilarity. Imagine the irony of being battered half to death over the head with a road sign by a bearded six foot sixer wearing what amounts to nothing more than a girl's



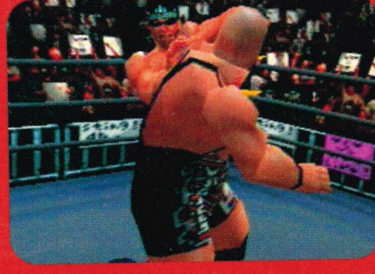
I said, 'Hey you, get outta the ring, hey you get outta the ring!'



Hollywood attempts the tricky spacehopper manoeuvre



Let's take a quick break to chill out with some rope



Peanut, peanut, peanut head! Peanut head! Peanut head!



That'll teach you for giving me a nose bleed, you rotter

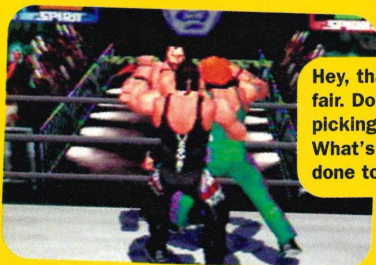
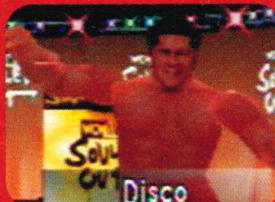
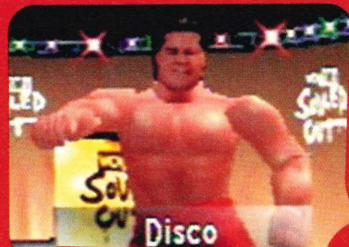




# WCW/NWO Revenge

## Disco Inferno

YOU can't knock a game that makes you piss your sides laughing. Disco Inferno, one of the many bizarrely named wrestlers to 'grace' WCWNWO has his own dance routine that he goes through if you linger on his selection screen long enough. More suited to a hen night venue than a wrestling arena, Disco's dance involves 70s-style pointing, a break dance hand clasp and a 'Full Monty' style hip thrust. All he's really missing is a bow tie!



Hey, that's not fair. Don't be picking on him. What's he ever done to you?

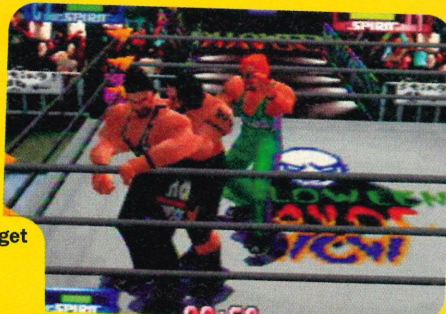
with fighters at times actually punching through their opponents' bodies. Sometimes, when a fighter's on the ropes, the ropes just disappear.

It's a shame, really as Noely said it looks quite polished when you're watching the intro sequence. Sadly, the polish hasn't been applied to the game's front door step, more of a case of buffing up its toilet handle.

### Frenzied fights

I can't end this review on a negative note, however, as there's just about everything in here for wrestling fans and the massive motion captured fighters have more character and personality to them than the likes of the cast of Mortal Kombat. Revenge is entertaining stuff and if you're not after gaming perfection, just a bit of a laugh and some seriously frenzied button bashing action, then look no further ●

'If we don't get this conga right, we're gonna look right dicks'



“There's a host of different venues - Hallowe'en Havoc is strictly reserved for nutters”

### gymnastics outfit.

There's outfits galore in Revenge (see Everything I Do... box) and plenty of options, such as Championship matches, Exhibitions and Specials. There's a host of different venues/shows too, such as the Starrcade, where retired game show hosts live, Super Brawl for the 'real' toughs and Hallowe'en Havoc which is the twilight zone reserved strictly for nutters.

Many enjoyable hours can be passed visiting the various wrestling venues - it's worth watching all the pre-match intros too as all the pomp, ceremony and general over-the-topness of the American wrestling scene comes at ya full-on in a big burst of frantic crowd noise and studio-friendly pyrotechnics.

### Pre-match hype

Explosive Revenge certainly is, but once the pre-match hype dies down and you get into the grappling the game's weaknesses begin to surface. There's some awful clipping going on

It's Got...  
85%



## Why...

We've made the mistake of slugging off wrestling games in the past, but however much you hate the peculiarly American brand of beefcake buffoonery you have to like WCW/NWO Revenge. I still can't get over how enormous the characters are and how well they move! It's as honest and upfront as you like and will provide laughs aplenty for you and your buddies well into the small hours - just try to ignore the glitches.

## Details...

- **GRAPHICS** Big, chunky motion captured fighters performing their heroics in the ring
- **SOUND** Pre-match explosions and convincing crowd noise. Grunts galore once the rumble rolls
- **GAMEPLAY** Hard on the thumbs and wrists! Could have done with being analogue-controlled
- **LASTABILITY** Plenty of replay value if you're mates are up for a go

## Whynottry...

Acclaim's WWF Warzone, where you press the buttons in sequence for special moves and you can create your own wrestler, rather than just change costumes



## Other Views...



**STEVE** Much better than Warzone, but still not the perfect wrestling game we were all hoping for



**MARK** The best wrestling game ever made. Huge characters and bone crushing moves make this a winner!



**NOELY** Not as good as Warzone, but still a polished and extremely fun punch-up for grapple fans

**READER REVIEW** The Spirit Meter is smart. Me and my mates could play this for hours  
Ken Bland, Rotherham

PUBLISHER THQ ● CONTACT 01483 767656 ● RELEASE DATE Out Now ● MAX. PLAYERS 4 ● PRICE £49.99 ● MEMORY PAK SPACE Cartridge saveable





**PRO:POSTER**

Gex 64

What does Gex have to offer? A sense of humour and a lot of style





**PRO:POSTER**

Body Harvest

Taking DMA's founding principles of originality and playability to create a game unlike any seen before













**PRO:POSTER**

*Banjo-Kazooie*  
A work of genius – you simply won't believe your eyes when you see the graphics





**PRO:POSTER**

*Zelda 64 - The Ocean of Time  
In the Top Ten of your Favourite games of All Time and it's still not even out!*

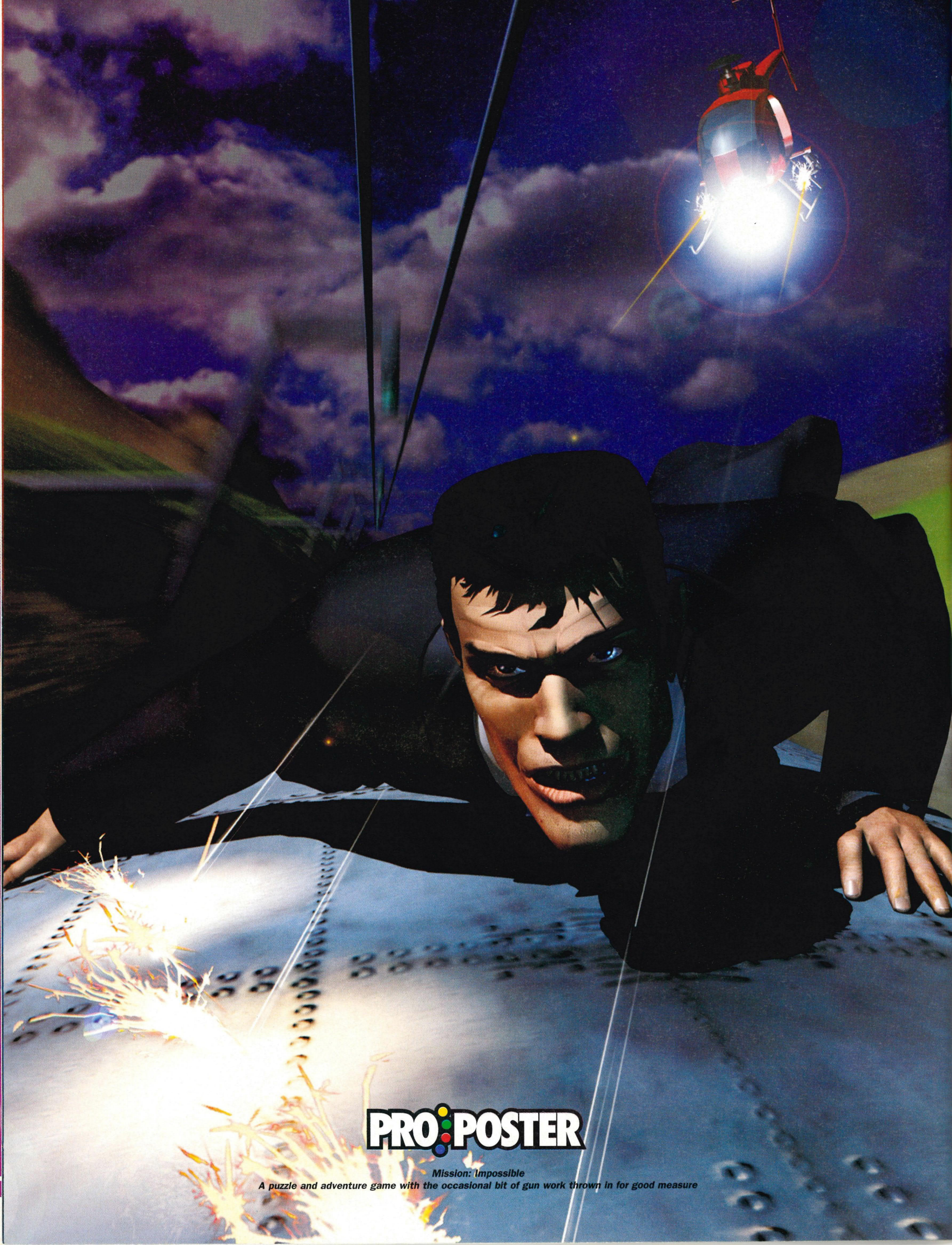




**PRO:POSTER**

*Buck Bumble  
Buck takes the shoot'em genre away from the stale old style of spaceships and injects some originality*





**PRO:POSTER**

*Mission: Impossible*

*A puzzle and adventure game with the occasional bit of gun work thrown in for good measure*

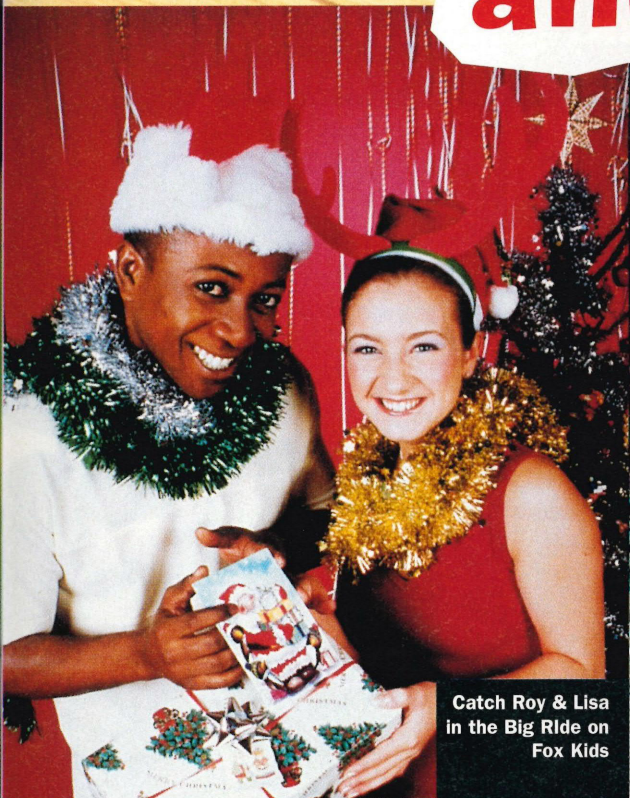


# WIN!

**FOX  
KIDS**

## With Fox Kids and N64 Pro!

Winter's kickin' in, the days are getting colder and the nights are getting longer! But none of this matters when you can sit and watch Fox Kids on cable, satellite and digital channel from 6:00am to 7:00pm every day!



Catch Roy & Lisa  
in the Big Ride on  
Fox Kids



Watch Donkey Kong  
Country in the Big Ride  
on Fox Kids

There's a feast of goodies on **Fox Kids** cable, satellite and digital channel for December. All introduced by Roy and Lisa in the Big Ride every day from 3:30pm to 7:00pm. The Big Ride includes some of your favourite programmes like **Goosebumps** at 5:00pm and **Donkey Kong Country** at 6:00pm. To celebrate Fox Kids and N64 Pro are giving away a set of four tickets (two adults, two children) for the **Granada Studios Tour**. The winners will have the chance to visit the Fox Kids interactive attraction at Granada Studios Tours and that's not all. Included in the prize is a night's accommodation at the swanky Copthorne hotel in Manchester. Finally, as a special bonus, all four of you get a free slap-up lunch at **Rainforest Cafe** in the brand new **Trafford Centre**



GRANADA  
STUDIOS

To enter, all you have to do is answer the following question - Name the two presenters of The Big Ride on Fox Kids

Answer...

Entries to be in by Dec 31

Send to **Granada Compo, N64 Pro, FREEPOST, IDG Media, Adlington Park, Macclesfield SK10 4YE** (Photocopies of this form are okay)

Name:

Address:

Post Code:

Age:

Signature

**N64PRO**



# CHEAT ZONE SPECIAL

## How To Beat ISS 98 On Level 5

### How Hard:

Vinnie Jones is the hardest footballer and actor around (Big Chris out of Lock, Stock & Two Smoking Barrels). The more Vinnies, the harder the scenario

### Tips

#### Setting Up

Once you've selected level five in the option screen and you've chosen scenario mode, it's time to set-up your team

Pick a formation you're happy with (preferably the one you usually use if you were playing a one-off game) If you're down to ten men, re-arrange your team so that you're strongest up front and in defence – you can cover your midfield by spreading them out in the 'Change position' option.

Pull your defence back as a zone in 'Zone position' option to combat any breakaways. Stick the camera on your favourite angle. Ours is the far zoom (see screenshot – you can see more of the

pitch than the default view and it's the most realistic

#### Beating the CPU

Play a passing game, rather than a dribbling one – you might be able to waltz past the CPU on levels 1-4 and beat your mates, but on level five it's a different ball game altogether! Use plenty of one-tuos, turboing onto the return ball – even on level five the CPU isn't completely happy defending these type of plays.

An effective tactic is the long ball over the top using the shoot button when you're in your own half. Apply backspin by holding down the Z trigger and pulling back on the stick – the defence'll get all panicky and even if the ball lands at the feet of a defender, one of your forwards will be running onto it, so you can slide tackle and win the ball, cutting out on the need to pass your way through the CPU's midfield. For some reason, the same tactic using the chip button isn't quite as effective.

#### The Scenario Secret

The secret of doing the scenario mode is to score at your first attempt, thus giving you a platform for the remainder of your match. Obviously, in the scenarios that start with the opposition in possession of the ball, it's a case of winning it back sharpish and hammering back up their end.

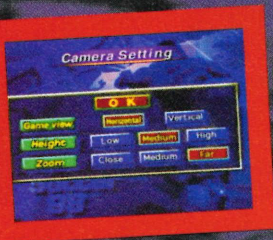
Most of the scenarios, however, begin with a free kick or a corner to the team you're controlling and we've devised a way of scoring from these every time. Practice 'em, master 'em and you'll be well on your way to becoming the Scenario King!

#### Defending

Unless you give away a free kick (or are facing the initial free kick in the Denmark v Switzerland scenario), the CPU NEVER shoots from outside the box. Bear this in mind when you're defending – don't dive in with slide tackles too early, bide your time and use the block tackle

#### Time

Never clock watch! You'll only rush into making a mistake. After all, it only takes a second to score a goal!



### Scenario 1

#### How hard:



#### You:

Australia

#### Them:

Iran

**Score (your goals first)**  
2-2

#### How to win it:

Leave the corner height and direction triangles alone! Go for almost full power with the chip button and swerve the ball in with the Z trigger and the stick. As the ball nears the six yard box, hold the shoot button down to head or



volley towards goal – the worst you should get is a parry in which case you can blast the rebound home



### Scenario 2

#### How hard:



#### You:

Spain

#### Them:

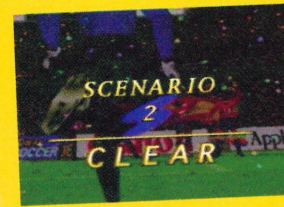
Yugoslavia

**Score (your goals first)**  
1-1



#### How to win it:

Place the direction arrow just to the right of the wall, hit the pass button at just under half power. Run onto the ball, turboing to your left and bury it. If the 'keeper parries for a corner, apply the same tactic as for Scenario 1





vel Five!  
we'll show ya!

## Scenario 3

**How hard:**



**You:**  
Italy



**Them:**  
Russia

**Score (your goals first)**  
1-1



**How to win it:**

Same as Scenario 2, except this time place the ball to the left of the wall. Hit the free kick a bit harder if anything cos the snow on the pitch'll slow the ball down



## Scenario 4

**How hard:**



**You:**  
Switzerland

**Them:**  
Norway

**Score (your goals first)**  
0-3

**How to win it:**

With great difficulty to be honest! The secret to win this one is being as tenacious as a bast and not panicking as the time runs down. A good rule to stick by is if you haven't scored with a minute left,

give up and try again! Equally, if they score another, forget it. Remember to pull your defence back and change your formation so you've got two up front as you start off with only 10 men! Since it's on level five, long range shooting's a no-no unless you're holding the Z trigger down for mad swerve. If you do get in a one-on-one

with the 'keeper, try and round him rather than hoping for a rebound – their extra defender'll clear it every time



## Scenario 5

**How hard:**



**You:**  
Denmark

**Them:**  
Croatia

**Score (your goals first)**  
3-1

**How to win it:**

If you've played ISS '98 a few times you should be okay going into this one without any help whatsoever. Try not to give away a corner from Denmark's initial free kick as they'll probably score from it, putting you under a

bit of pressure for the rest of the game. Use block tackles if the ball breaks loose from their free kick and don't be scared to knock the ball about in defence, as you'll run down the clock in no time



## Scenario 6

**How hard:**



**You:**  
Chile

**Them:**  
Argentina

**Score (your goals first)**  
1-2

**How to win it:**

When the scenario begins, aim the direction arrow to the right of the wall, leaving the height arrow as it is. Hit the shoot button at half power, swerve it towards goal

and head home. It's a bit of a battle from then on, but you'll get more joy out of passing the ball wide and using

swerving shots than trying to work the ball through the middle





# CHEAT ZONE SPECIAL

## Scenario 7

**How hard:**



**You:**

Germany

**Them:**

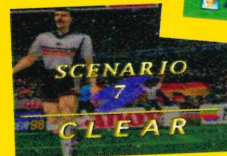
Ireland

**Score (your goals first)**  
0-1



**How to win it:**

Score from the corner using the same tactic from Scenario 1, then grind 'em down. They're pretty tenacious, the Irish, but haven't got



a great deal of skill. Watch for them barging through the middle if they get the ball

## Scenario 11

**How hard:**



**You:**

Portugal

**Them:**

Germany

**Score (your goals first)**  
1-0



**How to win it:**

Play sensible football basically. They'll come at you strongly, but so long as you use the block

## Scenario 8

**How hard:**



**You:**

Japan

**Them:**

Brazil

**Score (your goals first)**  
0-2

**How to win it:**

Although rated the second



hardest, after playing this you'll agree that it's even tougher than the Scenario 5. Japan are shite, Brazil are the best team in the game.

You're guaranteed at least one goal, however, if you apply the same free kick set-piece as Scenario 6. One tactic which works well is the

through ball played from a wide position about 15 virtual metres inside their half towards your centre forward. For some reason, the Brazilian defence seem to have a bit of a 'mare reading your striker's run

## Scenario 12

**How hard:**



**You:**

Argentina

**Them:**

Paraguay

**Score (your goals first)**  
2-0

**How to win it:**

You're faced initially with a penna. Whether you save it or not, you'll still be in the lead. A good tip for



## Scenario 9

**How hard:**



**You:**

Uruguay

**Them:**

Peru

**Score (your goals first)**  
1-2

**How to win it:**

For a threezy, this is well hard. When you take your initial free kick, aim the height arrow at head height half a virtual metre ahead of your front post forward. Blast the ball at his head with the shoot button (full power) and nod it home. Peru are dogged



tacklers and you'll be well advised to get the ball to your wingers as often as possible, playing through balls from right on the very touchline



## Scenario 13

**How hard:**



**You:**

Paraguay

**Them:**

Columbia

**Score (your goals first)**  
1-4

**How to win it:**

Throw the ball in ahead of your winger, turbo onto it, then shoot from wide, swerving the ball in using the stick and Z trigger. If the 'keeper knocks it out for a corner, just apply the Scenario 1 corner set-piece



## Scenario 10

**How hard:**



**You:**

Denmark

**Them:**  
Croatia

**Score (your goals first)**  
3-1

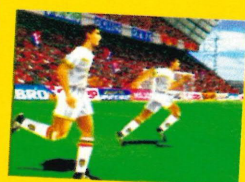
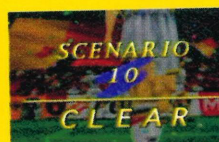
**How to win it:**

If you've played ISS 98 a few times, you should be okay going into this



one without any help whatsoever. Try not to give away a corner from Denmark's initial free kick as they'll probably score from it, putting you under a bit of pressure for the rest of the game.

Use block tackles if the ball breaks loose from their free kick and don't be scared to knock the ball about in defence as you'll run down the clock in no time







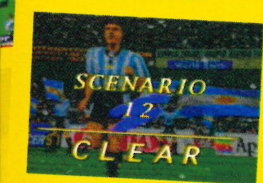
tackle to win possession and move the ball around quickly, you'll have soon mastered this one.

Just don't give a goal away from their initial throw - the closest man to the thrower can be easily dispossessed if you mark him very tightly



saving pennas is to move the stick before you hit the button to dive. Moving the stick at the same time as you dive will result in a rubbish 70s dance move by your 'keeper that even your Dad would be ashamed of.

Doh! Paraguay aren't much of a side, just take it easy and Scenario 12 will soon be completed



## Scenario 14

**How hard:**



**You:**

England

**Them:**

Italy

**Score (your goals first)**

0-0



**How to win it:**

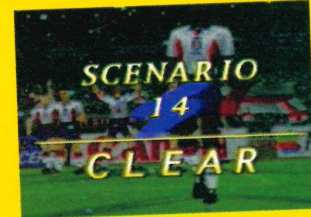
This Scenario takes you to Italy in the World Cup qualifying stage. All you've got to do is win. If you're English, you're pride should see you through - if you're not, just keep a watchful eye on Ravanelli - the grey-



haired

centre forward.

He's their main danger man by a mile and you could do a lot worse than mark him with one of your full-backs



## Scenario 15

**How hard:**



**You:**

France

**Them:**

South Africa

**Score (your goals first)**

1-1

**How to win it:**

Scenario 15's mint as it gives you the chance to score the most spectacular direct free kick you'll ever see.

Aim the direction arrow to the right of the wall, put the height arrow at head height

and swerve it in on its way using the stick and Z trigger. Check the 'keeper out as he does a shit star jump!



## Scenario 16

**How hard:**



**You:**

Jamaica

**Them:**

Mexico



**Score (your goals first)**

0-0

**How to win it:**

It's back to Scenario 1 really as all



you have to do is score from your corner and retain your lead. Go for it!

## Competition

We've seen the end sequence as we've completed Scenario mode on level five, but have you?

If you want to win a football strip of your choice, send in a picture of the end sequence and one of yourself to - ISS '98 Scenario King at the usual address before December 31





# CHEAT ZONE

## The Zone that's full of cheats

Welcome to the all new Cheat Zone. This is the only place where players behaving badly are encouraged and honesty is shown the red card.

We, don't play fair, we play to win. Only losers and fools stick to the rules - Mark



### Airboarder 64

Bombing around on a space-age jetboard is better than ever when you get hold of the new characters and grab the special boards.

#### Secret Characters

You've got to work for 'em, but the effort is more than worth it. Do the following and you'll get four hidden 'boarders.

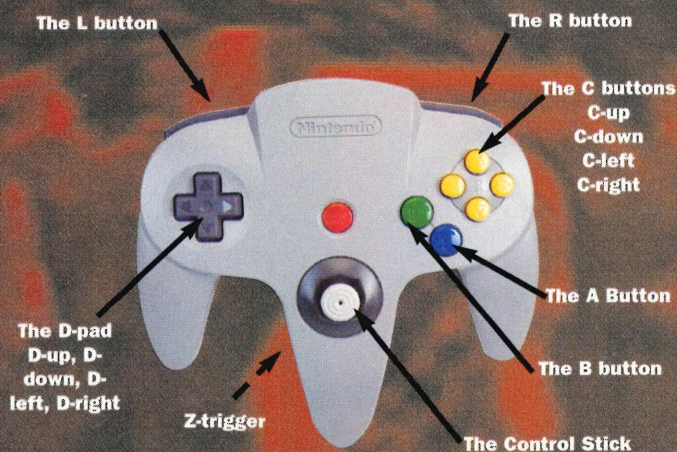
Finish every level and track with an 'A' ranking on the Street Work mode.  
Finish every level and track with a 'S' ranking on the Street Work mode.  
Finish every level and track with a 'Perfect' ranking on the Coin mode.

#### Bonus Boards

You have to have got all the secret characters open before you can use this cheat. When the four characters are open go to the board selection screen and press, **D-up, D-up, D-down, D-down, D-left, D-right, D-left, D-right, B, A** and you'll get the following boards:

*Ika-Chu* (double jump)  
*Father* (stays in the air for longer)  
*J-B* (press **A + B** for a turbo jump)  
*J-Arm* (with extra turbos)

### Where's that Damn Button?



You'll fly for miles and pull great tricks if you use our cheats for Airboarder







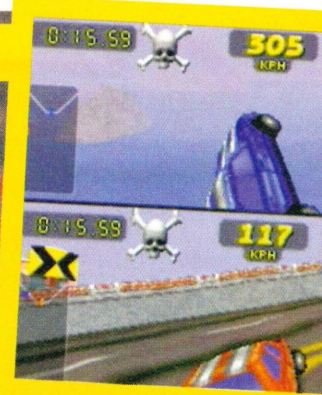
## San Francisco Rush

This sound racer handles even better with this fine cheat

### Heavy Car with Better Steering

Go to the Setup screen, hold Z and press D-up then D-down. Now let go of Z and press D-up then D-down. Keep doing this until two weights

appear in the top left corner of the screen. Your car'll now be heavier making it even easier to control.



## Gex: Enter the Gecko

Don't get vexed with Gex. Just tap in our cheats and have instant access to every level and much more besides.

Jump around and get down with our cool cheats for Gex



### Super Password

Type this code in at the password screen: MX68KQY3S68KQYW8. You now have all the remotes, access to all levels and you can even run around the bonus levels.

### How to Beat Mecha Rez

To kick Mecha Rez's butt just wait until he jumps on a building and use your tail whip to smash the building down. He'll fall and lose energy. Now it'll be easy to win.

### Warp to the Titanic

When you first start the game to the gate where you can climb up the arch. At the front of the arch is a place where you can jump up on top of the arch. Get up there and you should be warped to the Geques Cousteau level on the Titanic.

## Buck Bumble

Don't get shot up by the Herd. Use our cheats to give Buck a boost and kick some insect butt.

### All Weapons

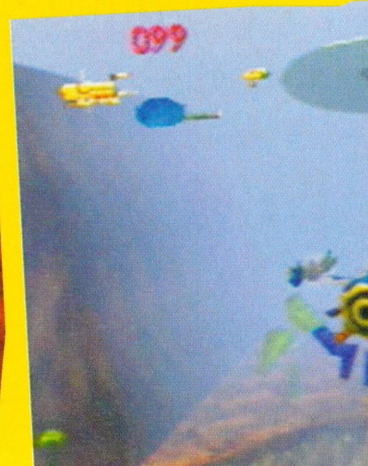
On the title screen press D-left, D-right, D-up, D-down, hold down Z and

press D-right. Now you should get enough guns to kill even the most stubborn insects.

### All Missions

On the title screen press and hold the Z trigger and tap D-right, D-down, D-down, D-right, now let go of Z and press D-right, D-up, D-down, D-left, D-left, D-up, D-right, D-right and you'll be able to go the mission of your choice.

Stompin' on insects is easier than ever with our stunnin' Buck cheats



## Chopper Attack

This flying-fest has a couple of storming cheats that make your whirlybird more destructive than ever.

### Alien Disruptor

To get the Alien Disruptor you have to beat level 7 on the expert mode.

### Presidential Bailout

When playing the game press Z + C-up + C-down and launch a homing cluster at your opponent. If it hits you'll see a president jump out of the plane.

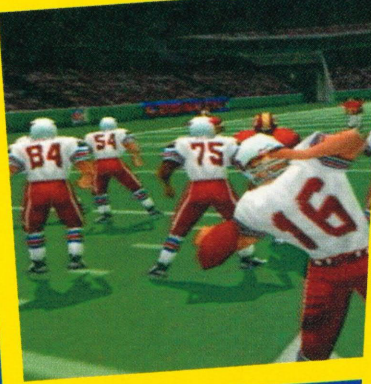
New weapons and bizarre happenings are unlocked by these exclusive cheats!





# CHEAT ZONE

The Zone



## Madden '99

The best looking and best playing American football game in the world has some secret teams and a special stadium hidden in the cart

Over 'ere son, on me 'ead. Whoops, wrong game. Ow! Stop jumpin' on me head!

### Secret Teams

The makers of Madden have their own teams in the game. To play as the Tiburon team (the developers) tap in **HAMMERHEAD** at the code entry screen. To play as the EA Sports team type: **INTHEGAME**

### Secret Stadium

Tiburon even have their own stadium in the game. Just tap in: **OURHOUSE** at the code select screen and you'll be able to select the Tiburon stadium from the list.

## NFL Blitz

It's one of the finest sports games we've seen with fast arcade action. Check out these cheats to make NFL Blitz even better.

### Hidden Players

Go to the Enter Initials screen and enter these codes and their

Get off the floor you wuss and play the game

## Iggy's Reckin' Balls

Some cheats for this racing platformer are more than welcome. These came in from Sally Pugh from Tintern. Thanks Sally, your £20 is on its way.

**£20 winner**

### Password Screen

Press R and Z on the title screen to open up the password screen.

### Double Speed

Type in **2\_TIMES** on the password screen for extra speed

### All Characters

Enter **HAPPYHEADS** to get all the characters except for **IGGY**'s girlfriend.

### All Tracks

Tap out **THEUNIVERSE** on the password screen to get all the tracks in the game.

### Goody Platforms

Type in **GOOEYGOOGOO** on the password screen to come to a sticky end.

### Ice Platforms

Enter **ICEPRINCESS** on the password screen to race on slippery surfaces.

### Level Select

Tap in **JUMPAROUND** at the password screen to choose your own level.

### Swap Mode

Tap in **SWOPSHOP** on the password screen to activate the swap mode.

So cheaters never prosper eh? Tell it to the guy in first place

Say Cheese. You could blind people with those molars



# What's full of cheats

## ISS '98

The greatest footy game ever to grace any console has got six secret teams hidden inside. But you have to work to open them up.



Score with style on ISS and we'll show you the hidden bits

### World Stars

Play the league game, and win on any difficulty. You should now be able to play against the World Stars.

### Secret Teams

Beat the World Stars and you get to choose from 5 other secret teams.

corresponding passwords for the cheats to take effect. Usually the player with the ball will look special. Try them out!

Name	Code
Turmell	0322
Sal	0201
Jason	3141
Jenifr	3333
Daniel	0604
Japple	6660
Root	6000
Luis	3333
Mike	3333
Gentil	1111

Brain	1111
Forden	1111
Skull	1111
Carltn	1111
Shinok	8337
Raiden	3691
Thug	1111
Van	1234
Billz	0526
Zz	1221
Jimk	5651
Marka	1112
Ed	3246
Todd	1122
Mitch	4393
John	5158

## F1 World Grand Prix

A stormin' cheat has appeared for F1 WGP. It lets you race faster than 1000kph (we're talking serious speed here). Check it out for the fastest race on Earth.

### Hawaii

Select the 'Driver Williams' character and edit his last name to VACATION. Exit all the way back to the start screen and you should be able to tear around a new track that even races through a volcano.

### Silver Racer

Select the 'Driver Williams' and edit his last name to CHROME. Exit out to the start screen and when you re-enter the game you should be able to choose a silver race car.

### Gold Racer

Select the 'Driver Williams' and

edit his last name to PYRITE. Exit back to the start screen and you should be able to play the game with the Gold Car. This car's incredibly fast, but make sure you check out the next cheat.

### F-Zero X Mode

I couldn't believe my eyes when I saw this cheat actually work. It sounds so incredible that I thought I was being wound up. But I'm tellin' ya it's true. Use the last cheat to select the Gold Driver and make sure you choose manual transmission. Now simply stay in first gear on the race and watch your car rocket to unbelievable speeds.

## Super Mario 64

Good old Mazza! You'll find plenty of secrets in this brilliant game and we've got some very special ones to share with you.

### Belly Flop

If you do a sideflip but press A and B at the same time Mazza'll throw his portly belly at the ground.

### Chasing Butterflies

If you see any butterflies in the game punch them and they'll turn into a 1-up. Beware though! Some of them turn into bombs.

### Camera Trick

Plug a controller into port 2 and you'll be able to control Mazza on the start screen. You'll also be able to control the camera during the ending sequence.

### Moles with Lives

If you see moles on a level jump on six of them to get an extra life.

### Hidden Coins

Run around any wooden post five times to get five coins.

### Unlimited Lives in Final Battle

When you fight Bowser for the third time you can get a 1-up by walking behind the top left pillar. Do this every time you die to keep the battle going.

We're sure you'll agree, the graphics in Mario 64 are 'eely' good!



## World Cup '98

The world cup may have been and gone but at least you can bring EA's World Cup back to life with these storming cheats

Zico = Enable 1982 Classic Match  
Hurst = Enable '82, '74, '70, '66 Classic Match  
Kenny = Flaming Ball  
Gabo = Big heads

Kyle = Skeleton players  
Cartman = Take a dive  
Gonzo = Hot potato  
Mr Hat = Crazy Ball  
Powder = Silly Moves  
Nella = Alien Mode

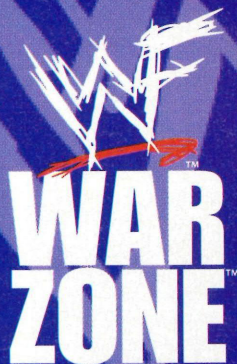


Your opponent'll be seeing the ball in the back of his net if you use our cheats



# WWF Warzone

Every month one special game will get our undivided attention. This month that game's WWF Warzone. Come cheat with us and you'll destroy the opposition and even get wrestlers to do your dirty work – Mark



## Cheat Codes

Before you can use any of these cheats you have to access the Basement Cheat Menu. Go to the mode select screen and press L and R. This will take you to a menu that lists all your active cheats. You hafta' work for your cheats by winning matches (boot!). You also have to win the challenge mode in Solo or Vs. Computer (you can't cheat by trying to win against an invisible

human opponent). On with the cheats...

**Access Dude Love and Cactus Jack**  
Simple enough, just win the world-title using Man Kind.

**Access Rattlesnake**  
The Rattlesnake is a maxed out version of Steve Austin. To get your grubby paws on him, fight with a custom character until you have at least 40 attribute points. Then use him to beat the challenge mode on the medium or hard setting.

**Access Sue the Ring Girl**  
Wanna play with the girl ya normally leer at? Then win using Bret or Owen Hart and beat the challenge mode on either the medium or hard setting.

**Beans Mode**  
Sounds ominous doesn't it! To find out what happens, win the challenge mode on either medium or hard with either of the Headbangers.

## Play as Turok

Here's a way you can play as Joshua Fireseed (AKA Turok: Dinosaur Hunter).

Go to the create a wrestler and enter the following stats:

Skin colour: 1  
Skin type: Ripped  
Body: Average  
Face: 5  
Accessories: Headband  
Hair: Curly  
Upperbody: Vest  
Lower body: Pants  
Denim Boots: Black  
Music: Whatever you like  
Personality: Fan favourite  
Moves: Colossus

If anybody else can think of special characters that can be made in WWF Warzone, send all the stats in to Cheatzone.

## Calling for Backup

Are you fed up with watchin' yer opponent beat you to a pulp? Then use these cheats and a fellow wrestler will jump into the ring and fight by your side. You'll lose the match on a disqualification, but it's better than ending up with your face down on the mat.

You can pick any of these wrestlers to come to your aid by holding down all buttons at once. Thanks to David Burden from Ealing for sending these cheats in.

HHH: L, R, Z, C-left, D-right  
Thrasher: L, R, Z, C-left, D-down  
Bret Hart: L, R, Z, C-left, D-left  
Mankind: L, R, Z, C-left, D-up  
Mosh: L, R, Z, C-down, D-down  
Ahmed Johnson: L, R, Z, C-down, D-up  
Undertaker: L, R, Z, C-down, D-right

Owen Hart: L, R, Z, C-down, D-left  
Rock: L, R, Z, A, D-right  
Austin: L, R, Z, A, D-up  
Bulldog: L, R, Z, A, D-left  
Ken Shamrock: L, R, Z, A, D-down  
Goldust: L, R, Z, B, D-right  
Shawn Michaels: L, R, Z, B, D-left  
Faarooq: L, R, Z, B, D-up  
Kane: L, R, Z, B, D-down

## Big Head Mode

No game is complete if you can't play with a huge Swede. Get hold of Bulldog or Rock and beat the challenge mode on either the medium or hard setting.

## Dizzy Wrestlers

Go to the biographies and hold L and R at the same time. After about five seconds your wrestler will become dizzy.

## Extra Gold

Get hold of some of the yellow stuff by winning the challenge mode on either the medium or hard settings using Goldust.

## Giant Mode

Make your wrestlers even larger than life with this cheat. Simply beat the challenge mode on medium or hard using Ahmed.

## Ladies Night

Smooth! This cheat is every bit as promising as it sounds. Simply beat the challenge mode on medium or hard using Shawn.

## No Blocking

Stop any cowardly tactics with this cheat. Simply use Shamrock and beat the challenge mode on either the medium or hard difficulty levels.

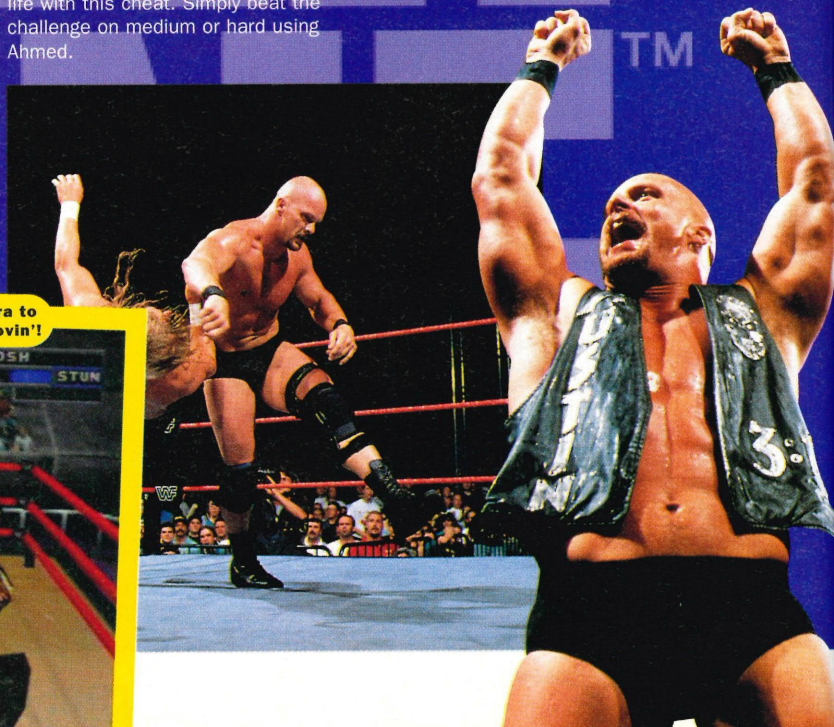
## No Meters

Get rid of those meters by beating the challenge mode on either the medium or hard settings using the Undertaker.

## Polished Mode

Dust off your fighters by winning the challenge mode on either the medium or hard settings using Kane.

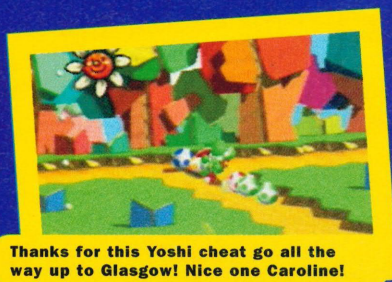
Hang on dear, we'll just wait for my Viagra to kick in, then it's time for some serious lovin'!





# CHEATZONE READERS CHEATS

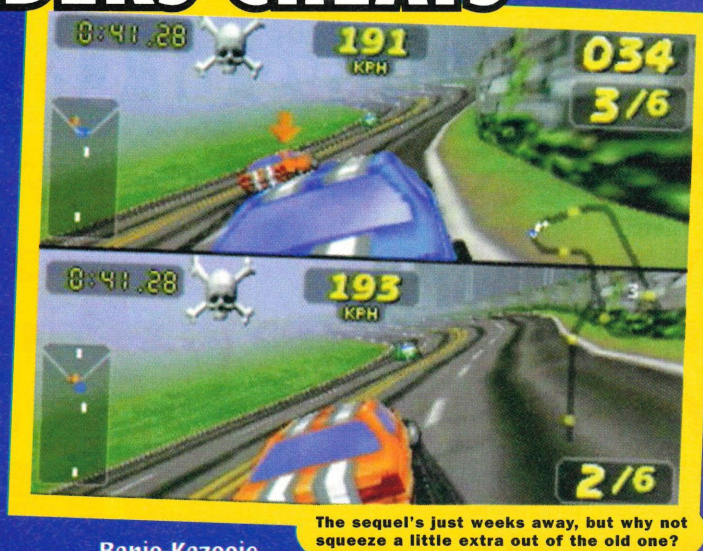
From now on we're dedicating a section of the Cheatzone to the best readers' cheats. You too could see your name printed within these hallowed pages and every month the best will win £20. Boast to your friends about your gaming prowess by sending us yer stuff - Mark.



Thanks for this Yoshi cheat go all the way up to Glasgow! Nice one Caroline!

## 'Nuff Respect

A big N64 Pro respect to the thousands of Pro readers who've sent in cheats over the past few months. You all deserve to win as far as I'm concerned, but The Management didn't like my request for several thousand pounds to hand out! No Sir, they didn't like it at all! Only the best and most original cheats will win the £20. Here're the best cheats that just fell short of winning the cash:



The sequel's just weeks away, but why not squeeze a little extra out of the old one?

## Banjo-Kazooie

Jump on top of Banjo's house at the start of the game to collect an extra life.  
David Blackwell, Northampton

## WWF Warzone

Hold down all four C buttons and press A to select a character with a different costume.  
Andrew Smith, Leeds

## Lylat Wars

On the battle mode, select tanks and go to Corneria. At the start, head for one of the towers and drop on top of it. You should fall inside where you can't be hit. But you can still shoot up the other players.  
Andrew Mather, Liverpool

## San Francisco Rush

On the car select screen press C-up and tap Z, Z, Z, Z. This'll turn ya car into a

burning wreck. Press the buttons again and you'll get to drive a bashed-up car.  
Craig and Matthew Soames, Woolpit.

## Yoshi's Story

Press reset when your last Yoshi's being carried away to the castle. You'll restart on the same level with your Yoshi intact.  
Caroline Ashbourne, Glasgow

## Send yer cheats to

CheatZone  
N64 Pro  
Media House  
Adlington Park  
Macclesfield, Cheshire  
SK10 4NP  
Or Email: markh@idg.co.uk

# CHEATZONE ACTION REPLAY



If you ain't got no Action Replay cart these cheats won't work! It's like that, and that's the way it is! You can buy an Action Replay cart from all goodvideo game stores - Mark

## Banjo-Kazooie

Is the bear giving you grief? Then use our stunning cheats to tear Banjo and Kazooie apart (only kidding!). With infinite everything and access all areas you'll breeze through this game.

These codes must be on.

DE000400 0000  
8124C628 1700  
812874C4 1700  
812D3F80 1300

Infinite Lives: 8038696B 0009  
Infinite Health:  
80386963 0008 80386965 0001  
Infinite Red Feathers: 8038694F 00FF  
Infinite Gold Feathers: 80386953 00FF

Infinite Eggs: 80386947 00FF  
Infinite Notes: 80386943 00FF  
Infinite Air: 8038696E 000B  
Infinite Jigsaws: 803869AB 00FF  
Infinite Skulls: 803869A7 0008  
Extra 100 Notes: 803869DB 0064

## Total Notes All Areas:

803869D1 0064  
803869D3 0064  
803869D5 0064  
803869D7 0064  
803869D9 0064

## GoldenEye

GoldenEye has a seemingly endless supply of cheats. Every month we bring you more

and more. Use these codes and you'll get to wander anywhere you want and even play a brilliant new multi player game.

## OPEN ALL LEVELS

81058950 0101  
80058952 000F  
80058954 000F  
80058956 000F  
80058958 000F  
8005895A 000F  
8005895C 000F  
8005895E 000F  
80058960 000F  
80058962 000F

\*You must have a copy of a save within the game.

## Invisible Multi Player Mode

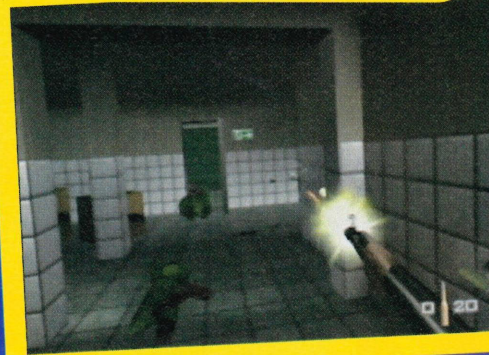
This is a cool cheat. When you start the multi player game both players will be invisible. To kill the other player you'll have to work out where he is by looking at his screen. It only works until one player dies though. When you restart you'll be visible again.

Invisible: 800585A6 0002

## Bond Game Predator

All four players start off invisible. Three of the players kill themselves so they can be seen whilst the fourth remains invisible (he's the predator). The three visible players have to try and hunt down the invisible player. See how many kills the predator gets before the others nail him.

What good's a cheat section without GoldenEye eh? Have some AR codes on us!

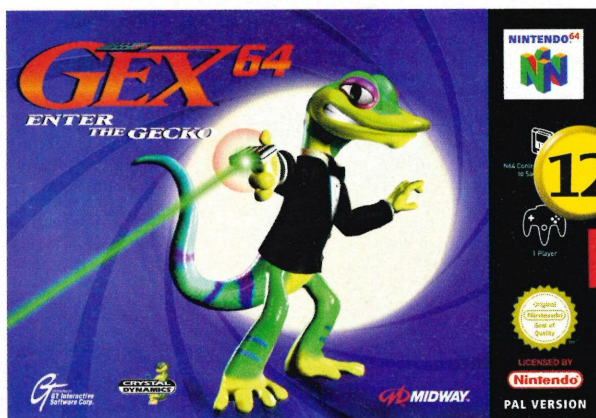




# The 12 Days of Christmas

# GIVEAWAY

On the 12 Days  
of Christmas  
**N64PRO** gave to me:



## 12 Lizards Leaping

See Question 12 on page 77

## 12 Lizards Leaping

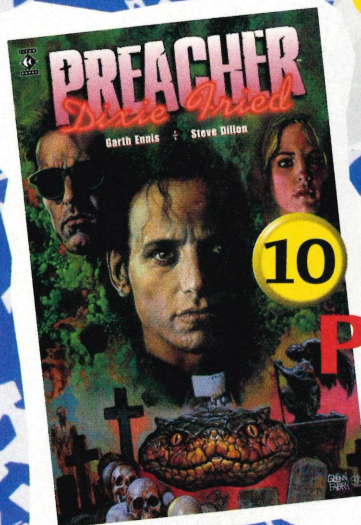
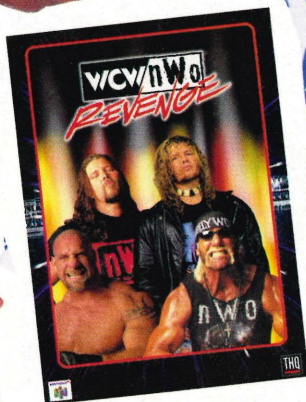
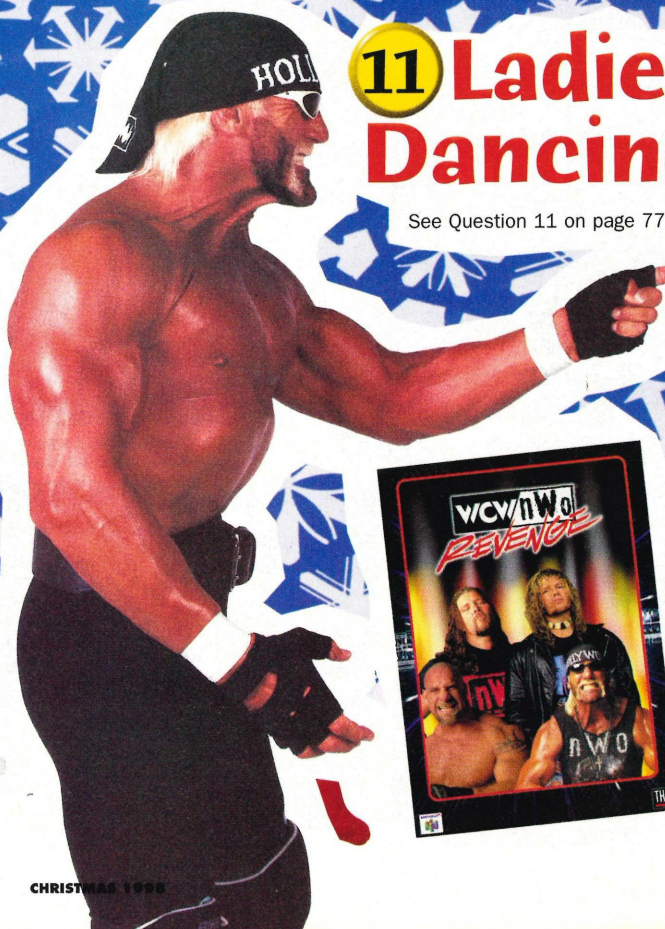
He's lean, he's mean and green and with his reptilian tongue keeps all the ladies keen. He's Gex the Gekko. And now he's slithered onto the N64. 12 lucky readers are going to feel like lords when they are presented with a FREE copy of the leaping lizards latest laugh a minute 3D platformer Gex 2: Enter the Gekko.

## 11 Ladies Dancing

You wouldn't call this bunch of WCW/NWO wrestlers a bunch of ladies prancing about the ring. No way! At least not to their faces. Anyway we've wrestled 11 WCW/NWO Revenge goodie bags for whoever's man enough to answer our question. The first 3 winners out of the hat will get the cart plus goodie bag, and the others will get just the bags.

## 11 Ladies Dancing

See Question 11 on page 77



## 10 Preachers Preaching

See Question 10 on page 77

## 10 Preachers Preaching

Okay, admittedly it should say pipers piping, but since we're all non-smokers here at N64 Pro (just say no kids it's a terrible habit) we weren't about to give away pipes. What we have got are 10 of the latest Preacher comic novels courtesy of Titan





Christmas is a time for giving, and boy have we got some goodies for you. We've begged, borrowed and stolen the finest gifts for our N64 '12 days of Christmas' carol. And because we're no Scrooges, we're giving them all to you

Books. The gory comic/horror series which features such pleasant characters as Arse Face (and rumours that this character is based on our own Mark Hattersley are totally unfounded) is called 'Dixie Fried' and is every bit as good as previous novels.

### 9 Plumbers Plumbing

Well, he had to figure in our big Chrimbo' give away somewhere. We've got some marvellous Mario merchandise to offer to 9 fortunate readers.

### 8 Sheep a Milking

Yes we know it should be 'Maids a Milking', but we have it on good authority (Jim our art Ed is a Yorkshireman and so knows all about sheep) that since they're mammals they produce milk and so can be milked. Anyway the point is that to celebrate the release of Take 2's hugely enjoyable, not to mention incredibly inventive Silicon Valley we've got some Take 2 goodies up for grabs (including 8 inflatable sheep). Do with them as you will. (Jim already has one and highly recommends them).

### 7 Drakes a Swimming

I know, I know it's all gotten a bit tenuous now. We've no Swans Swimming but we do have a Drake (the alien slaughtering Adam Drake) of Body Harvest fame to give away (7 of them in fact). Yes you heard us right. 7 copies of the truly awesome Body Harvest. You know, Christmas or not we're just too good to you.



## 9 Plumbers Plumbing

See Question 9 on page 77

## 7 Drakes a swimming

See Question 7 on page 77



## 8 Sheep a milking

See Question 8 on page 77





The 12 Days of Christmas

# GIVEAWAY

## 6 Speakers Playing

See Question 6 on page 77



## 6 Speakers Playing

Again our poetic licence (or in this case methinks, unpoetic licence) knows no bounds. We've got 6 ear-splittingly super sets of speakers to give away, courtesy of Logic 3. We've been blasting out some of the latest and greatest sounds via our PCs and we can testify as to their volume as their quality. (NB. Prize includes three of the prizes pictured left, plus another three in Logic 3's boombastic range).

## 5 GoldenEyes

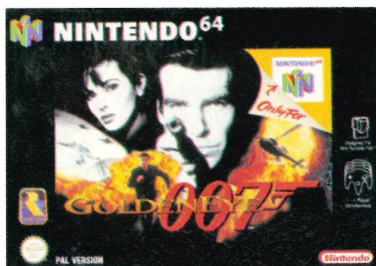
Rare's classic Bond inspired shoot'em-up is still our favourite (and yours judging by the response to our Top 50 Nintendo games of all time - See P.78). So just in case you're not fortunate enough to own a copy we've got five of these classic carts to give away.

## 4 Keyboards

Not calling birds (or colly birds as we now know the rhyme to sing) but keyboards. And not just any old keyboards. Those masters of sound at Yamaha have kindly donated four 'state of the art' Yamaha DXJ sound machines for four lucky budding musicians to win.

## 3 French games

We've got out hands on three copies of Buck Bumble courtesy of our Parisian friends at Ubisoft. You'll beee buzzing when you see the trio



## 5 GoldenEyes

See Question 5 on page 77

## 4 Keyboards

See Question 4 on page 77





of Buckle Bumble goodie bags (including copies of the cart) which we're giving away to three extremely blessed N64 Pro readers.

## 2 Purple gloves

I know, I know they're getting worse but blame Steve for this interpretation of Turtle Doves. In any case we're going to hand 2 lucky readers a copy of Glover the rather ingenious 3D exploration game from Hasbro. In fact because it's Christmas we'll even give you a real pair of gloves each. Ok, so they may not be purple but what do you want blood?

## 1 A Cartridge in an N64. Free!

Well what did you expect for an N64 mag? Of course it's a cartridge. We all know that cartridge based games are still the best games medium available and boy have we got the cart of your dreams. Literally. Tell us what cart you want and we'll supply it, as well as a brand spanking new N64 console to play it on. And before any bright sparks decide to pipe up with "but it's a Partridge in a pear tree", we've even thought of that. We'll give you a copy of office favourite Steve Coogan's comic masterpiece Alan Partridge's Christmas Special - Knowing Me, Knowing Yule.

AHA! (He says in a nasally Partridge-like voice) You see we really have thought of everything. Stick with N64 Pro for all the biggest bonanzas, greatest giveaways, and most crackers Christmas competitions.

## 3 French Games

See Question 3



## 2 Purple Gloves

See Question 2



# ...And a cartridge in an N64. Free!

See Question 1

## N64PRO Entry form

There are prizes related to each of the 12 days of Christmas. You can try and answer as many or as few of the questions as you like. No multiple entries!

**PLEASE PRINT YOUR ANSWERS CLEARLY**

Questions:

### 12 Lizards Leaping

Name the Lord famed for disappearing, who despite everyone lookin' was never found

### 11 Ladies Dancing

According to the Hymn, who was the 'Lord of the Dance'?

### 10 Preachers Preaching

According to biblical preachings, what were the names of the three wise men?

### 9 Plumbers Plumbing

'Come they told him pa rum pum pum pum' is the first line of which Christmas Carol?

### 8 Sheep a Milking

Complete the first line of this popular Carol:  
While shepherds **A)** Washed their socks by night  
**B)** Gave their sheep a fright **C)** Watched their flocks by night

### 7 Drakes a Swimming

A male swan is called a cob, but what is a female?

### 6 Speakers Playing

Six Deer's a sleighing - (Ok, we couldn't think of a geese related question). Besides Rudolf, can you name six of the other seven reindeers?

### 5 GoldenEyes

What word completes the titles of both of these Bond films?  
The Man with the ????en Gun/????finger

### 4 Keyboards

Name the king who 'looked out on the feast of Stephen'?

### 3 French Games

What is the French word for Christmas?

### 2 Purple Gloves

Name two of the Teenage Mutant Ninja Turtles

### 1 A Cartridge in an N64. Free!

Besides Alan Partridge can you name three other of Steve Coogan's characters?

Entries to be in before January 5th. Send to **12 Days of Xmas, N64 Pro, FREEPOST, IDG Media, Adlington Park, Macclesfield SK10 4YE** (Photocopies of this form are okay)

Name:

Address:

Post Code:  Age:

Signature







Above: The Golden Mario award



# The top 50

## Nintendo games of all time

(According  
to YOU)





**T**hree months ago, we asked you to vote for your favourite Nintendo games of all time. You responded in your thousands, and after three full days spent counting and collating your votes, we can now present the 50 best Nintendo games of all time – as voted for by you

**50 Banjo-Tooie (N64) Nintendo**



The eagerly-awaited B-K sequel won't be out for at least a year

**49 Conker's Quest (N64) Nintendo**



Another potential classic using the Mario 64 engine

**48 Turok 2 (N64) Acclaim**



Soon to be reviewed. Stay with N64 Pro for the real score

**47 FIFA RTWC '98 (N64) Electronic Arts**



Just goes to show how popular console footy is

**46 Turok (N64) Acclaim**



The original dinosaur basher in all its glorious 3D

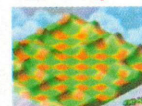
**45 ISS (SNES) Konami**



Konami's humble beginnings gave us a taste of what to expect next

**“With ISS on the SNES, Konami's humble beginnings gave us a taste of what to expect”**

**44 Wetrix (N64) Ocean/Infogrames**



Watery puzzler inspired by the No. 3 game, Tetris

**43 Forsaken (N64) Acclaim**



Fast bikes and fast women – every gamer's wet dream

**42 Mission: Impossible (N64) Infogrames**



The spy'em-up that's nothing like GoldenEye 007



For sale: A fine household pet, needs a little breaking in

**41 Top Gear (SNES) Kemco**



He who uses his turbos most skilfully wins the race

**40 Cannon Fodder (SNES) Virgin**



There's no better way to kill virtual soldiers than use them as Cannon Fodder

**39 Super Double Dragon (SNES) Capcom**



Old-fashioned scrolling beat'em-up. But you love it

**38 Donkey Kong Country 2 (SNES) Nintendo**



The monkey goes bananas in 3D – again

**37 Lylat Wars (N64) Nintendo**



Fox McCloud and co. go completely wild in outer space

**36 Super International Cricket (SNES) Nintendo**



Still fondly known in the N64 Pro office as 'the finest'

**35 Sim City (SNES) Nintendo**



'It's ream', said Noely, as did many of you readers

**34 Mortal Kombat II (SNES) Acclaim**



Surprisingly none of you voted for the original game

**28 Super Mario 2 (NES) Nintendo**



This won't be the last time you read his name today!

**27 Street Fighter II Turbo (SNES) Nintendo**



Art Editor Jim admits that Alex is the best SFII Turbo player in the world

**26 Super Tennis (SNES) Nintendo**



Please release something like this on the N64!

**“Art Editor Jim admits that Alex is the best SF II Turbo player in the world!”**

**33 1080° Snowboarding (N64) Nintendo**



And it hasn't even been released in England yet!

**32 Killer Instinct (SNES) Nintendo**



Better than the N64 update

**31 WCW vs NWO (N64) THQ**



Just goes to show that there are a few wrestling fans out there

**25 Zelda (NES) Nintendo**



What great things come from such inauspicious beginnings

**24 Super Mario (NES) Nintendo**



The debut Mario game still brings back fond memories

**23 Super Mario Land (Game Boy) Nintendo**



Proved that the Game Boy could handle (almost) anything

**30 NFL Quarterback Club '98 (N64) Acclaim**



The only American sports game to make the top 50

**22 Street Racer (SNES) Ubisoft**



One of the SNES's later and more accomplished releases

**29 World Cup 98 (N64) Electronic Arts**



Only marginally better than its predecessor but better nonetheless

**21 Sensible Soccer (SNES) Sony(!)**



A gonk-like winner on any format



# The top 50

## Nintendo games of all time

### 20 **WWF Warzone** (N64) Acclaim



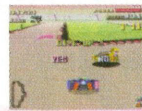
The best wrestling game of all time! It's official

### 18 **Mario Kart 64** (N64) Nintendo



A high placing, but not as high as its 16bit predecessor

### 17 **F Zero** (SNES) Nintendo



The best two-player SNES racer after Mario Kart

### 16 **Yoshi's Island** (SNES) Nintendo



Mario's dino pal in ubiquitous 'platform romp'

### 19 **Wave Race 64** (N64) Nintendo



Underrated by many, but not by N64 Pro readers

“WWF Warzone - the best wrestling game of all time! It's official!”

### 15 **Zelda: A Link To The Past** (SNES) Nintendo



People still ask us how to complete this game!

# The top 10

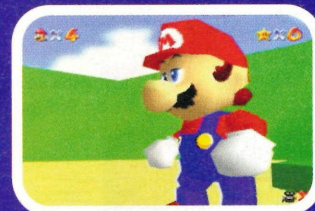
*You've read about the rest, now feast your eyes on the best! These are the greatest Nintendo-format games of all time - see how close they rate to your selections*

### 5 **Super Mario Kart** SNES Nintendo



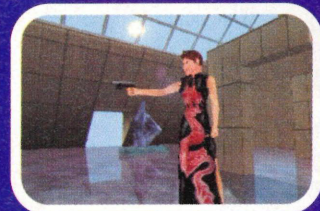
When we reviewed Mario Kart 64 in issue one, we enjoyed it, but it never got our juices flowing like the SNES original. When faced with a choice of Super Mario Kart and Mario Kart 64 any self-respecting gamer puts Super Mario Kart first. And you have

### 4 **Mario 64** N64 Nintendo



The game which came with the N64 had to be up there with the greats, and here it is. Shigeru Miyamoto's best game to date (as at the time of writing Zelda 64 isn't even out yet) and a must have at only £29.99

### 10 **Perfect Dark** N64 Nintendo



Another top ten entry that's not out yet, in fact, no-one'll be playing this until late 1999! As the sequel to GoldenEye, expectations are high. The team who brought you Banjo and GoldenEye should prove you all right in a year's time

### 9 **Super Mario 3** NES Nintendo



A near-perfect platformer on a far from perfect 8bit console, Super Mario 3 was the last version of Mazza before he went upwards and onwards onto the SNES. This game re-appeared on the SNES as part of the magnificent Mario All-Stars

“A near-perfect platformer on a far from perfect console, Super Mario 3 was the best version of Mazza before he went SNES-wards”

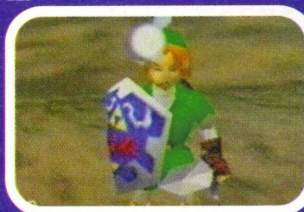


### 8 **Diddy Kong Racing** N64 Nintendo



People seem to love or hate this. You've voted in your droves however, effectively ranking it as the second best racing game on any Nintendo format. After giving it 96% we're quite happy to say, 'Told you so'

### 7 **Zelda 64** N64 Nintendo



Perhaps the biggest surprise of all when the votes came flooding in was that so many of you voted for this - a game that's not even out yet! A testimony to the genius of Miyamoto and the N64's greatest hour to come

### 6 **ISS 98** N64 Konami



Konami's fantastic feast of football is hardly ever out of the slot in our office and is to blame for countless arguments and fall-outs! If you hadn't voted this into the top ten, we'd have all handed in our notice!





**“A Game Boy without Tetris is like Noely without daft hair. Or Mark without ancient trainers”**

## 14 Street Fighter II (SNES) Capcom

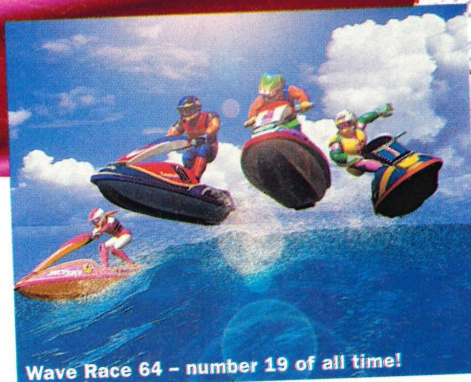


The original and best side-on versus beat'em-up

## 13 Zelda: Link's Awakening (Gameboy) Nintendo



A massive adventure game in every sense set in Hyrule



Wave Race 64 - number 19 of all time!

## 12 Super Mario World (SNES) Nintendo



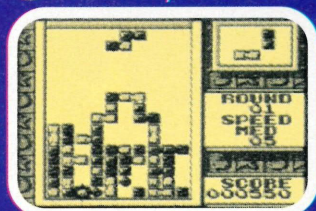
You can't keep a moustachioed Italian plumber from Brooklyn down

## 11 ISS 64 (N64) Konami



Second only to its '98 remix, this remains a brilliant game

## 3 Tetris Game Boy Nintendo



A surprise, but nonetheless deserved third place goes to Alexei Pajhitnov's incredibly addictive puzzle game. A Game Boy without Tetris is like Noely without daft hair. Rubbish fact - two-player Tetris features Mario and Luigi as the contestants

## 2 Banjo-Kazooie N64 Nintendo



As this is being written, Noely has only just beaten Gruntilda in the final showdown of Banjo after an epic struggle. Although some circles have criticised B-K for being too much like Mario 64, you readers of N64 Pro know better

# The Winner

## 1 GoldenEye 007 N64 Nintendo



**Wins the N64 PRO Golden Mario Award**

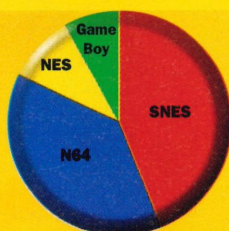


*Not only the best, and one of the hardest, single player console games of all time, but also a fantastic multi-player challenge too. A worthy number one which polled almost twice as many votes as Banjo-Kazooie. Right, we're all off for another deathmatch!*

## The Stats...

### Games by format

<b>N64</b> 44%	<b>NES</b> 10%
Highest placed N64 game: GoldenEye 007 (1)	Highest placed NES game: Super Mario 3 (9)
<b>SNES</b> 38%	<b>Game Boy</b> 8%
Highest placed SNES game: Super Mario Kart (5)	Highest placed Game Boy game: Tetris (3)



### Games by genre

<b>Sports</b> 26%	No. of Mario games: 16%
<b>Beat'em-up</b> 10%	Highest placed: Mario 64 (4)
<b>Racing</b> 14%	Games not even out yet: 10%
<b>Puzzle</b> 4%	Highest placed: Zelda 64 (6)
<b>Shoot'em-up</b> 12%	
<b>Platform</b> 22%	
<b>Adventure</b> 8%	
<b>Others</b> 4%	



### Games published by Nintendo/ third party publishers

<b>Nintendo</b> 64%	Highest placed third party-published game: ISS 98 (6)
<b>Others</b> 36%	
Highest placed Nintendo-published game: GoldenEye 007 (1)	





# FIFA '99

It may have escaped your attention but it's almost Christmas. And that can only mean one thing. It's FIFA '99 time! Or is it?

By Noely



A vision of the future? If Murdoch & co have their way this might be the League 2000

## Fly Goalie



As well as looking 'fly' semi-automatic control means you can have fly (or rush) 'keepers



Look how the 'keeper acts as sweeper and leaves his penalty area



The 'keeper takes ball and man and the attacker goes sprawling. Referee!!!

“I want Bill Clinton running across the pitch as a streaker – please!”

MONICA LEWINSKY – (SEE THE WISHLIST FORUM)



Electronic Arts have been responsible for some of the finest sports sims known to man. From John Madden, through NHL and FIFA. Now they are kicking off 99 with an all new version of FIFA. We assess the title chances of the latest offering from EA's Canada-based dev team

# The Nightmare Before Christmas

## On your bike



Bicycle! Bicycle! I want to ride my bicycle. I want to ride my bike...



Shades of Pele in Escape To Victory as this player attempts an audacious bicycle kick



Overhead kicks are not only much easier, but look better in FIFA '99

**H**ANDS UP who's getting FIFA '99 for Christmas. Well you can put them down again because the unthinkable has happened. Tragedy of tragedies, woe of all woes... FIFA '99 isn't coming out until March. AAARRRRGGGGHHHHH!

It may have become as synonymous with Xmas as the Queen's speech, TV reruns of the Wizard of Oz and your mum getting

plastered and embarrassing you over Chrimbo' dinner by showing your girlfriend naked pictures of you on the hearth rug aged three. But this year parents will have to find something else to leave under the christmas tree.

### I dream of FIFA

So what can we expect from FIFA '99? Well, the new FIFA will have a netload of teams, options and game modes. It will proudly boast over 250 European teams as well as a full season mode, custom leagues and cups (comprising of both club and international sides), three EA SPORTS cups and even the much talked about European Super League.

It's the stuff that footy fans dream of. Speaking of which, you can even form your own dream league, so while Man Utd, Liverpool, AC Milan and co.

must all wait and see whether they'll be allowed to join a super league, FIFA '99 players can have a dress rehearsal straight away.

### It's a Thriller

FIFA '99 will also play much faster. Player acceleration, previously modelled on a realistic gradual curve, has been altered to allow much quicker bursts of speed from individual players. And we're not just talking about super high-speed players with jerky animation either like a bunch of zombies on speed. Here we get super smooth motion-captured animation running at a silky 30 frames per second.

But as we all know the most important thing in any game is playability, and again FIFA '99 is showing a number of rather tasty

**“FIFA '99 is well on the way to challenging ISS '98 as the greatest footy game ever”**



Chelsea compete for the Cup Winners Cup again, knowing they'll never win the league



# FIFA '99

## FIFA Wishlist Forum

*I wish, I wish... I wish I didn't keep losing my birds*

Check out <http://fifa99.gamesmania.com> for the FIFA wishlist forum. I thought this wishlist forum was an excellent idea until I actually started reading some of them. Here internet users have been offering their suggestions for inclusion in the next FIFA 99 game. I've included a selection of them here. Beginning with Jim who shows a blindingly incisive knowledge of football.

Oh Yeah! Get rid of that f\*\*\*ing bird and its soccerball in WC98, it shits me! (Jim)

I think it would be excellent to be able to get into a fight during the game. Wouldn't it be great to be able to kick the shit out of David Beckham... or to be able to closeline the ref when he makes a stupid decision. (Bigjig)

I want to see Bill Clinton running across the pitch as a streaker. Please! (Monica Lewinsky)

I think EA have to develop their in-game engine a little more. (Ali Gabriel)

EA is just trying to cash in for CHRISTMAS with FIFA 99! (Eduardo)

soccer skills. One of the main goals with this version was to improve the framerate, while at the same time removing the momentary delay between you pressing your button and the player's reaction time. '...if you started a 180 degree turn you had to complete it before you could change direction'. FIFA '99 allows for 'interruptible' animations, so no longer will you be able to claim that 'Ronaldo turns like a battleship'.

Speaking of Ronaldo the game gives you the ability to pull off the kind of skills even The Mighty Beaver himself would be proud of. These (in addition to instantaneous response time)

include complete control of ball when it's in the air. This allows for a greater range of bicycle kicks, volleys, headers and scissor-kicks as well as new player fakes, dummies and other skill

moves so you'll now be able to pull off more tricks than at a Magic Circle cabaret show. There's also a rather smart directional chest-trap that allows you to redirect chest high passes to team-mates, shield the ball and so on.

Another potentially excellent feature is the game's semi automatic 'keepers. This allows players to take a greater control of their goalie, encouraging him to charge off his

**“There'll be no more claims that Ronaldo turns like a battleship”**

line, when to pick up the ball etc. all of which allows you to more efficiently marshal your defence.

Add to this improved team AI, which means that your team-mates are much more likely to get up in support and take up intelligent positions during attacks, and you begin to see why EA are expecting even greater things of FIFA '99. If they can take note of some of the

improvements which real footy fans would like to see in the next FIFA game, then they might be well on their way to challenging Konami for the best soccer game ever.

### Very bunny

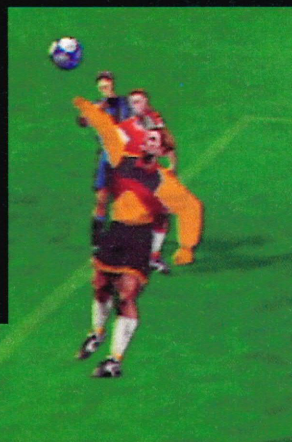
So you see, panic over. No need to cancel Christmas. But hang on, if it's not out until March, that ruins my summary about what everyone wants for Christmas. I know there's an Easter connection there somewhere. Let me think. Oh I know. We have it on good authority that this next FIFA game is going to be something really special (you heard it in Pro first).

They're insisting that when it is released around March/Easter time you'll all be haring off to the shops and bounding back with a spring in your step as you return with a new bigger and better FIFA. And judging by past sales figures, if I was a certain chocolate manufacturer I'd be worried about ending up with egg on my face as masses of kids shun the traditional Easter feast in favour of FIFA '99 ●

## Punch his lights out!



The goalie comes to meet a high hopeful cross



The 'keeper jumps to punch clear. Better safe than sorry



A fine punch clear from the 'keeper who readies himself for the corner







# Rayman 2: The Great Escapade

**Madder than Mario, cooler than Crash and bouncier than Bomberman, here's Rayman! He's back in a brand new 3D platformer**

By Noely

“Rayman's not about to let a little thing like missing limbs stop him from being an all conquering superhero”



# Plas and

**I**N HIS LATEST adventure our Gallic hero has filled out considerably with an added dimension for his all-new 3D escapades. Okay, so he's still missing elbows and knees, but he's not about to let a little thing like missing limbs stop him from being an all-conquering super-powered hero.

### Totally armless

The storyline has Rayman rescuing his chums from a bunch of badass space pirates. They've all been captured Sonic-style by the evil game copying fiends (Erm, I don't think that's the kind of pirates they're referring to



Look! Rayman must be a West Ham fan. He's forever breathing bubbles too. Pretty bubbles...

## Ride 'em Rayman



At first glance it looks like he's just had a Vindaloo, but Rayman lights these gunpowder barrels to fly



Water way to learn to ski. This level sees Rayman water skiing from a fish



Yeehaw!! You'll get a real kick out of riding this Rodeo horse made of barrels



ape



Members of the Paris-based development team get to meet one of their biggest fans. (Groan)

## Company Blueprint: Ubi Soft

Ubisoft (Paris, France) – Famed for Street Racer (1st four player race game on the SNES), and the inimitable Rayman. Those Gallic guys and gals have brought Rayman kicking and screaming into the 3rd dimension with Rayman 2: The Great Escape. We sent Noely to Paris to check it out.

# ma Balls Prop Heads



Noely – Ed) and it's up to Rayman to free them from bondage.

Which reminds me, Steve (who's an expert on bondage) and myself were big fans of Rayman, so we were eager to find out whether the sequel stays true to the original. I'm pleased to say that it definitely does.

Rayman has survived the transformation into the third dimension really well. He still has all the powers he had in the original 2D platformer, plasma balls for projectiles and a propeller-like head for hovering purposes. Unlike in the first game you begin with all of these skills. In addition, Rayman can now swing apelike across poled ceilings, swim through murky depths and somersault over hazardous obstacles.

But the biggest departure from the previous game is the number of different vehicles and craft Rayman

must employ in his Great Escape. At various times in the game you'll find yourself water-skiing behind a huge fish, propelled through the air by an exploding gunpowder keg, and riding a horse made from exploding barrels. And there's even a bit where you get to ride a rocket. It's all surreal and inventive stuff.

### Rayders of the Lost Ark

The action is fast and frenetic. Unlike some of the more leisurely paced exploration games such as Bomberman Hero, Banjo Kazooie and even Mario 64, Rayman 2 is much quicker on his toes. If the above titles are leisurely romps, then Rayman 2 is more of supercharged head-down 'hell for leather' dash.

One particularly memorable level sees Rayman navigating a series of suspended platforms and walkways in a large cavernous area. As you run across the platforms (seemingly under fire from the space pirate's ship) they buckle and collapse in Indiana Jones-style as you must leather it to the other side. You'll need to be quick of thought as well as fleet of foot in order to avoid an untimely death.

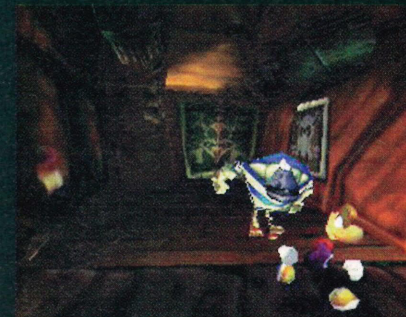
And believe me, you'll be seeing a

lot of Rayman going through his numerous death throes. Just a few hours playing the game at Ubisoft's Paris office was enough to convince me that this is no kiddies' walk in the park. The game has 30 levels in total as well as various bosses to tackle and you'll need balls of steel, or in Rayman's case balls of plasma, to win through the game's challenging levels.

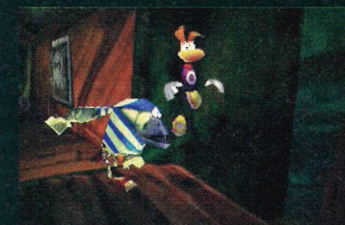
I've not yet really mentioned how visually stunning Rayman is, mainly because the screenshots littered about these pages have already convinced you that the graphics in Rayman 2 are eyeball-lickin' good. They really are gorgeous, being not only rich and colourful but also extremely well animated. The version I was privileged to play was no more than 60% complete but is already looking like a truly sumptuous game.

Since Rayman doesn't have the equipment himself, I'll go out on a limb and say that if the few hours play I had on the game are anything to go by, then Rayman 2 should go down a storm on the N64. ●

## Serial Gorilla



Rayman receives a 'Gorilla gram' of the most unwelcome variety



The Gorilla draws closer threatening to pulverise our 'armless' hero



Rayman, don't go chasing waterfalls please, stick to the rivers and the lakes



Rayman does his Keith impression. He's a fire dodger, twisted fire dodger. Heh heh heh



# Britain's To

Welcome to the only place in the world where you can see Britain's

## Banjo-Kazooie

### Treasure Trove Cove

17:41

- Richard Brown, Portishead

### Completed

10:36:22

- Mark Say, Saltburn (unconfirmed)
- Steve Turner, Rutland

Richard Brown

Mark Say

Steve Turner

## Diddy Kong Racing

### Completed

- Steve Turner, Rutland
- David William Foygo, Essex

### Ancient lake

42:10

- Rob Pierce, Salisbury

### Hot top volcano

1:17:93

- Rob Pierce, Salisbury
- 1:22:48
- Simon Batchelder, Salisbury
- 1:28:10
- Jack Shirley, Sandown

### Pirate lagoon

1:04:36

- Rob Pierce, Salisbury
- 1:05:73
- Jan-Erik Spangberg, Sweden
- 1:13:51

- Simon Batchelder, Salisbury

### Future fun land Spacedust Alley

1:51:05

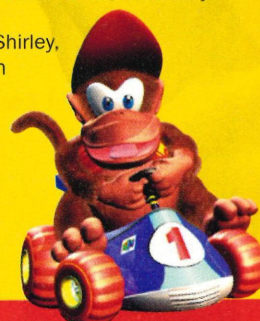
- Rob Pierce, Salisbury
- 2:00.38
- Simon Batchelder, Salisbury

### Darkmoon Caverns

1:55:76

- Rob Pierce, Salisbury
- 2:05.68
- Simon Batchelder, Salisbury

David Williams



## GoldenEye 007

### Completed game on 00 agent

- Richard Brown, Portishead
- Liam O'Brien, Liverpool
- Mark Say, Saltburn
- Steve Turner, Rutland
- Davy James, Powys
- Kirk Longman, New Romney

### Runaway 01:35, accuracy 86.7%, kill total 8, head hits 10

- Shaun Bennett, Southampton

### Three levels off getting Egyptian

- David Brown, Rutherglen

Liam O'Brien

Kirk Longman

Shaun Bennett

David Brown

## Extreme G

### 11:33 fastest lap/08:70 with Xtreme cheat on

- Rob Porter, Warrington

### Completed

- Alan Harper, Reading

### City one

2:02:58

- Sam Doyle, Glossop

### Bonus track time

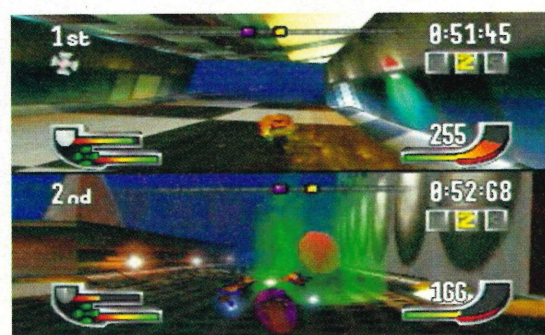
0:37:86

- Dominic Maguire, Midlothian

Rob Porter

Sam Doyle

Dominic Maguire





# Top Gamers



Top Gamers and their scores. Have you got the bottle to beat them?

Rob Pierce



Jack Shirley



Jan Erik Spanberg

## Star City

1:30:45

- Rob Pierce, Salisbury
- 1.52.25
- Simon Batchelder, Salisbury

## Spaceport Alpha

1.55.00

- Simon Batchelder, Salisbury

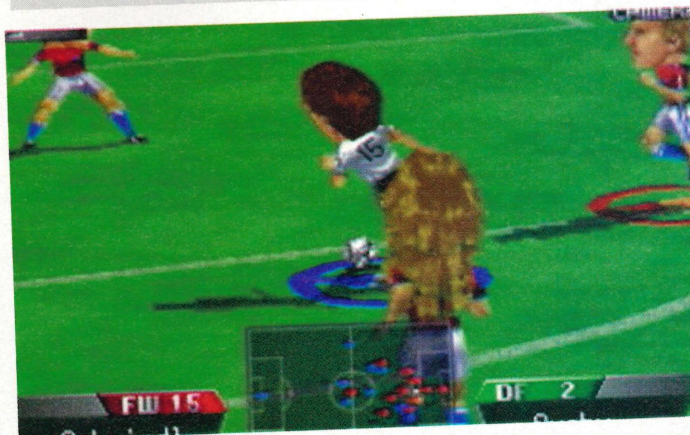
## ISS 64

All scenarios done on level 5

- Mark Say, Saltburn

14-1 win v Germany

- Alan Harper, Reading



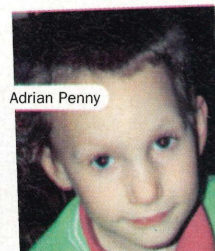
## Mario 64

120 stars

- Richard Brown, Portishead
- Liam O'Brien, Liverpool
- Davy James, Powys
- Jan-Erik Spangberg, Sweden
- Adrian Penny, Bristol
- Daniel Jackson, Pontefract

120 stars and found Yoshi

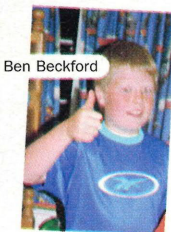
- David Brown, Rutherglen
- Mark Say, Saltburn
- Rob Porter, Warrington
- Ben Beckford, Middlesex
- Peter Hawkins, Southport
- David William Foygo, Essex
- Dominic Maguire, Midlothian



Adrian Penny



Daniel Jackson



Ben Beckford



Peter Hawkins

## Lylat Wars

Completed on expert

- Liam O'Brien, Liverpool
- Alan Harper, Reading
- Dominic Maguire, Midlothian

Highest score

2150

- Jan-Erik Spangberg, Sweden
- 2098
- Sam Doyle, Glossop
- 1853
- Mark Say, Saltburn



## Pilotwings

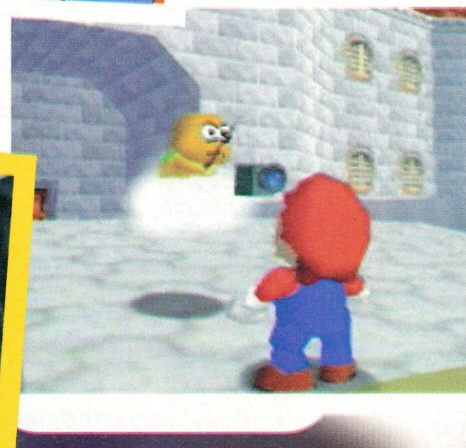
18 gold medals

- Davy James, Powys
- Aaron Wlodarczyk, Ross-shire
- Dominic Maguire, Midlothian

17 gold medals

- Mark Say, Saltburn

Aaron Wlodarczyk





## Super Mario Kart

### Completed in Extra mode

- David Brown, Rutherglen Royal Raceway 2:08:88

### Special Cup with 3 different characters

- Liam O'Brien, Liverpool
- Mark Say, Saltburn
- Rob Porter, Warrington
- Daniel Jackson, Pontefract
- Rob Pierce, Salisbury
- David William Foygo, Essex



## Wetrix

110,366,160

- Paul Mitchell, Rossendale

13,605,737

- Dom Byrne, Hoylake

Paul Mitchell



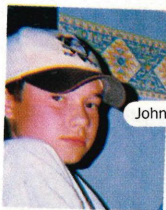
## Turok

### Got to catacombs

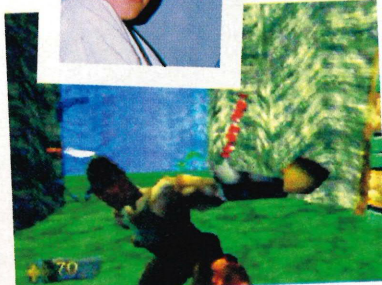
- John Baraclough, Leics

### Found every key

- Jamie Bryant, Cambridge



John Baraclough



## World Cup 98

### Won World Cup on World Class using Scotland

- John Millen, Boston
- Steve Turner, Rutland
- Stephen Fusi, Dumfriesshire



John Millen



## How To Enter...



FILL this in for instant gaming fame! Don't worry if you can't fill in all the Game and Achievement spaces, just make sure you send photographic proof of your achievement(s) and a recent picture of yourself. We'll add your name to the ever-growing list of Britain's Top Gamers – the sooner you send off your entry, the sooner your face'll appear in the mag. N64 Pro Tip: Take the picture of your 'achievement screen(s)' using a fast film (i.e. 200 ASA) in the dark – no flash – with your camera about three feet away from the telly

Name  Age

Address

Game

Achievement

Game

Achievement

Game

Achievement

## Wave Race 64

### Sunset Bay

1:37:035

- Joe Guard, Dartford

### Southern Island

1:40:861

- Rob Porter, Warrington

1:42:294

- Tom Miller, Stourbridge

1:48:357

- Dominic Maguire, Midlothian

### Southern Island

Under 1:55:000

- Liam O'Brien, Liverpool

### Glacier coast

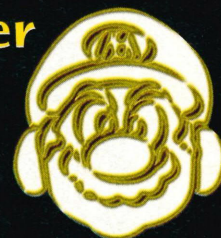
1:36:554

- Jan-Erik Spangberg, Sweden

## This month's winner



Rob Pierce, Salisbury – we would have given you a year's supply of games, but you sent us a drawing of an alien rather than a pic of yourself! Send a photo in and we may reconsider!





Soon, a new star will be born.



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**Starshot**  
*Space Circus Fever*

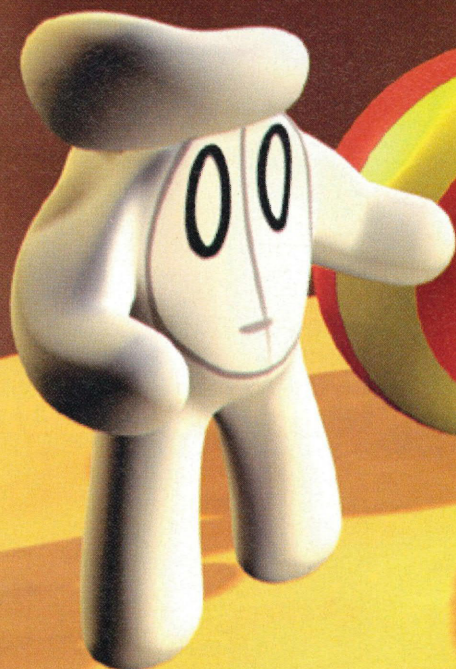
Nothing on earth  
will prepare you



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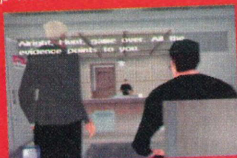
The page where all your dreams

come true (so long as you dream of swapping old tat for new games). If there's an unloved cart sulking in your room then fill in the form at the end. Or, take a look through these ads and get in touch with other N64 Pro readers

Mark

## Wanted

The top five most asked for N64 games



### 1 Mission: Impossible (above)

Tops this chart by a mile

### 2 Banjo-Kazooie

The best platformer is on many people's lists

### 3 ISS 98

The best footy game ever made

### 4 ISS 64

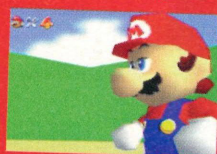
The second best footy game ever made

### 5 Top Gear Rally

A surprising re-entry for this racer

## Not Wanted

The most unwelcome games of all



### 1 Super Mario 64 (above)

Banjo rules the roost these days

### 2 Diddy Kong Racing

Still tops the charts as one of the least wanted games

### 3 Mario Kart 64

A bit old, but still a classic in my book

### 4 GoldenEye

You're now getting tired of Bond

### 5 Star Wars: Shadows of the Empire

Rogue Squadron's now on its way

# SWAPS

★ Selling 75 N64 mags all types from issue one. £2 each no matter what mag N64, 64, T64, 64 Pro, V64. Come get 'em. *David Cameron, Aberdeen, (01330) 825953.*

★ I have Mario 64, ISS, 1080, (JAP) MRC, American Doom, American Fighters Destiny. I am after Wave Race, GoldenEye and any others and import games. *Michael Habens, 157a Privett Rd, Gosport, Hants, (0836) 319718.*

★ I'll swap Mario, Turok or Lylat Wars for WWF Warzone, but any decent game considered or Mario for £35 but others for £30. *Adam Aitken, Glasgow, (0141) 571 3665.*

★ Swap Lylat Wars and Rumble Pak & box & instructions, Nagano Winter Olympics & Box & Instructions for anything decent: Duke Nukem, Top Gear, All Star Baseball, Quarterback Club. *Allstair Edwards, Northampton, (01604) 763649.*

★ I will sell FIFA '98: RTWC and Star Wars: SOTE for £30 each or £50 for both. Or swap for ISS '98, Mission Impossible or Mortal Kombat 4. *Mike Southgate, Plymouth, (01752) 789996.*

★ I'll swap Yoshi's Story for Super Mario 64 or FIFA '98. *Dan Parr, Derby, (01332) 705193.*

★ I'll swap Mario Kart, Mario, FIFA RTWC & Wayne Gretzky's Hockey for Banjo-Kazooie, Duke or Snowboard Kids (£30 each). *Adam Moate, Devon, (01626) 889 889.*

★ I'll swap Wave Race or Blast Corps for ISS 64 or FIFA: RTWC 98 or for £40 each. *Martin Amos, Manchester, (0161) 7279152.*

★ Swap GoldenEye for Banjo-Kazooie or GT 64. *Richard Earsman, Aberchirder, (01466) 780601.*

★ Very good condition Mystical Ninja to swap for Forsaken, Blast Corps, Pilotwings or Extreme G. These games only please. *Peter Loftus, Ealing, (0181) 567 6958.*

★ I'll swap Waverace, Shadows Of The Empire (both without boxes or instructions) and ISS 64 (boxed with instructions for F-Zero X. 3 games for the price of 1. Bargain! *Charlie Craft, Birmingham, (0121) 6895524.*

★ I have Top Gear Rally, no box. Will swap for any football game or money offers. Please! Other swaps considered. *James Ward, Huntingdon, (01480) 458065.*

★ Swap DKR, SOTE, Mario, Mario Kart for All Star Baseball, Blast Corps, Banjo-Kazooie, ISS 64, Madden, Waverace or NFL Quarterback Club 98. Other decent games considered except Turok and Lylat Wars. *Chris Worsfold, Co. Chester-Le-Street, (0191) 388 2418*

★ I will swap Nagano Winter Olympics for Extreme G or ISS 64 or Mario Kart 64, (box and instructions) or sell for cash Please! *Stephen Reynolds, Middleswich, (01606) 835773.*

★ I will Swap Snowboard Kids and memory card for Banjo-Kazooie or sell for £35. It is boxed with instructions and is in excellent condition. *Declan Murray, 14 Deepdale Drive, Burnley, Lancs, (01282) 452582.*

★ For sale Forsaken and NFL Quarterback club for £35 each or £65 for both. Both boxed with instructions and in good condition. You must admit its a bargain (I ain't admitting nothin' - Mark) *Panguale Catena (01296) 422858.*

★ I'll swap my Doom for Mission Impossible, World Cup '98 or Banjo-Kazooie or Snowboard Kids or Turok. *Jonathon Hawkins Welwyn Garden City, (01707) 396 885.*

★ I have Shadows of the Empire, will swap for Goeman or Yoshi's Story. Must have instruction booklet. Mine does. *Rodger Moule, Kemble, (01285) 770134.*

★ I will swap my Duke Nukem or Blast Corps for your Mission: Impossible, F1 World GP, Pal 1080, or Mystical Ninja. Any other offers welcome, will pay extra. *Nichola Gare, 42 Frizlands Lane, Dagenham, Essex, (0181) 517 7011.*

★ I'll swap Extreme G for Nagano, Wetrix, Mission Impossible, GT 64, Warzone or Mystical Ninja. Please, Please Please! *Tom Webber, Fulham (0171) 731 3511.*

★ I'll swap Snowboard Kids or GoldenEye, Yoshi's Story, Extreme G for Banjo-Kazooie, Top Gear, Mission Impossible, 1080 Snowboarding,

## Swap of the Month



★ I will swap GoldenEye boxed with instructions and a GoldenEye mission guide for World Cup 64 or ISS '98 or sell for £30. *Jason Rile, London, (0171) 5026652.*

★ I would like to swap Blast Corps for Bust-a-Move 2. *Matthew Hollingshead, Swindon, (01793) 872279.*

★ I will swap Top Gear Rally and Pilotwings 64 and Super Mario 64 for Mission Impossible or WWF Warzone. Cash also accepted for games. *Ben Massey, Devon, (01803) 858455.*

★ I'll swap Diddy Kong Racing for Mission: Impossible, GT 64, or a decent steering wheel in the region of £35 - £40 also wanted. Must be local. *Mark Say, Cleveland, (01287) 640422.*

★ I will swap Banjo-Kazooie for Mission Impossible. *Mark Rugby, Warwickshire, (01788) 464748.*

★ I would like to swap my Star Wars: Shadows of the Empire for Lylat Wars or sell Shadows of the Empire for £35. *Aaron Pearce, Tattershall, (01526) 343086.*

★ I have Wetrix. I would to sell for £30. Boxed with instructions. *Andrew Goner, Somerset, (01460) 683558.*

Mystical Ninja, Zelda. *Sean Jones, London, (0181) 3843594.*

★ I'll swap Turok or Extreme G both with box and instructions for Yoshi's Story or GT 64. *Christopher Penman, Renfrewshire, (0141) 812 1936.*

★ Turok boxed, etc. £25 or swap for All Star Baseball, Mission Impossible, Banjo-Kazooie, 1080 or Wetrix. Swap Mario 64 for Pilotwings. *Dean Broadbent, Waltham, (01489) 896548.*

★ I will swap Turok boxed with instructions in return for Banjo-Kazooie, Mission Impossible or DKR. Must be complete with instructions (game is in near perfect condition). *Michael Pell, Lightwater, (01276) 475186.*

I'll swap GoldenEye for Wetrix, Mission Impossible, F1 World Grand Prix, Banjo-Kazooie. Boxed and including instructions. *Ben Windle, Manchester, (0161) 881 8313.*

★ I'll sell Turok or Mario for £35 each (boxed), good condition or swap one for a



# HOP

decent game like ISS '98, Mission Impossible or Shadows of the Empire. Joseph McDaniel, Sutton, (0181) 664 4554.

★ I'll swap Diddy Kong Racing for GoldenEye 007 or Mission Impossible. Please! David Donker Curtius, London, (0181) 883 2624.

★ I will swap ISS 64 for MK4 or Nagano Winter Olympics or Fighters Destiny. Graeme Wells, Leicester, (0116) 278 4307.

★ I'll swap Mario, Mario Kart, Nagano Winter Olympics, ISS, Top Gear Rally for five other games or I'll sell them for £200. R Alexander, 439 Old Hollywood Road, Co Polun, N.I.

★ I will swap my Banjo-Kazooie for ISS '98 or Mission Impossible (must be mint condition, mine is). Alexandra Own, Glasgow, (0141) 638 8441.

★ I'm selling GoldenEye and Lylat Wars for £30 each. Both boxed and with instructions. Lylat wars also has a rumble pak with batteries. Chris Bibby, Brighton, (01273) 689398.

★ I'll sell Diddy Kong Racing for £35 or swap for Wave Race, 1080 Snowboarding or Banjo-Kazooie. Please! Liam Daw, Peterborough, (01733) 236 893.

★ I will swap Yoshi's Story for San

Francisco Rush, Snowboard Kids, Fighter's Destiny or Top Gear Rally. It's a fair deal. I am a true Nintendo fan. Gary Short, Wingate, (01429) 836396.

★ I'll swap Wayne Gretzky's for Mortal Kombat Trilogy. Matthew Rees, Llandysul, (01559) 363339 (please call after 5pm)

★ N64 games for sale: Mace, Blast Corps, Extreme G, Diddy Kong Racing, Star Wars. All are boxed and with instruction. £30 each. Stephen Hall,

★ FIFA 98 good condition with box, instructions and three tips books for ISS 64 or ISS 98 has to be in good condition, will also sell for £35. Please I'm desperate. Raideep Icambo, Houslow, (0181) 755 1877.

★ I will swap a Spook control pad for any good game, or I'll sell it for £15. It's in mint condition! I've also got Lylat Wars up for grabs. Robert Bailey, Leigh-on-Sea, (01702) 477 294.

★ I'll swap Pilotwings for WCW vs NWO, or Mission Impossible. I also will sell for £30. Boxed and instruction. Dave Grix, Stanford-le-hope, (01375) 640255.

★ I will swap Mario Kart for Killer Instinct Gold, GoldenEye, ISS 64 or Road to World Cup. Phone anytime, I am desperate. Mario Kart has box and booklet. Raymond Faser, 9 Prosport Hill St, Greenock, Scotland, (01475) 710920.

★ I'll swap Kobe Bryant in NBA Courtside for Robotron 64 and ISS 64 for Diddy Kong Racing. Joe Bowman, South Wallinton, (0181) 647 7056.

★ I'll swap Mario, Turok or Lylat Wars for WWF Warzone but any decent game considered or Mario for £35 but others for only £30. Adam Aitken, Glasgow, (0141) 571 3665.

★ I will give Mario kart and £10 for F1 World Grand Prix. Or just Mario Kart for Nagano Winter Olympics. Mark McElroy, Newry, NI, (01693) 64284.

★ I'll swap my World Cup '98, DKR or Mario 64 for All Star Baseball, Mission Impossible, 1080, Ken Griffey Baseball or ISS 98. Please, you know you wanna PS, Mario No Box. Andrew Tompkins, Addlestone, (01932) 354324.

★ I'll swap Wave Race or FIFA: RTWC for 1080 Snowboarding, F1 World Grand Prix, WCW vs NWO or GT 64 or sell for £30 each. Dean Matthews, Loddswell, (01548) 550095.

★ I'll swap Snowboard Kids, GT 64, Fighter's Destiny, Banjo-Kazooie or Mystical Ninja for 1080, F1 World Grand Prix, WWF Warzone, Mortal Kombat 4 or money offers. Patrick Alexander, London, (0181) 670 1137.

★ I will swap Top Gear Rally for Mission Impossible, Banjo-Kazooie or F1 World Grand Prix, plus I will give £10. Marc Stuart, Worcester (WM), 01905 454523.

★ I'll swap Wave Race or FIFA: RTWC for 1080 Snowboarding, F1 World Grand Prix, WCW vs NWO or GT 64 or sell for £30 each. Dean Matthews, Devon, (01548) 550 095.

★ I'll swap my World Cup 98, DKR or Mario 64 for All Star Baseball, Mission Impossible, 1080 Snowboarding, Ken Griffey Baseball or ISS '98. You know you wanna. PS: Mario No Box. Andrew Tompkins, Addlestone, (01932) 354 324.

★ I will give Mario Kart + £10 for F1 World Grand Prix. Or just Mario Kart for Nagano Olympics. Mark McElroy, NI, (01693) 64289

★ I'll swap DKR (no box) for Extreme G or Lylat Wars for Rampage World Tour. Nathan Price, Dollis Hill, (0378) 298777.

## Blag of the Month

★ For sale: Banjo-Kazooie, new boxed will accept any offers over £35, highest bid wins. Send details (name and address) to: K Cheung, Blalrderry Road, Streathay Hill, London, SW2 4SB.



Bristol, (0117) 979 1159.

★ I will swap WCW vs. NWO World Tour for Forsaken or sell for £30. Boxed with instructions, good condition. Matthew Williams, Crowthorne, (01334) 751290.

★ I'll swap Banjo-Kazooie for WWF Warzone or sell for £35. David Tolliday, 93 Almsford Road, Alcomb, York, N. Yorkshire, (01904) 781596, (phone after 4pm on weekdays)

★ I'll swap NBA Courtside for Mission Impossible, WWF Warzone, Top Gear Rally or F1 World Grand Prix. Boxed and in excellent condition, will sell for £25. Robert Manning, Darwen, (01254) 609 802.

★ I'll swap Diddy Kong Racing (no box) for Extreme G and swap Lylat Wars for Rampage World Tour. Nathan Price, Dollis Hill, (0378) 298777.

I must remember to write clearly, or Mark'll chuck this in the bin

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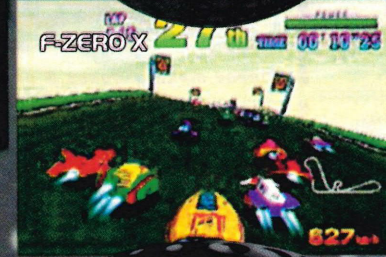
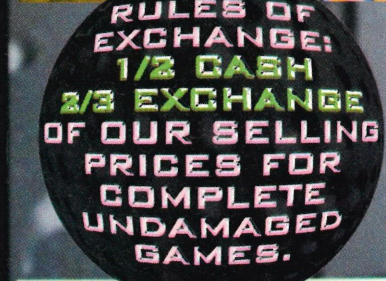
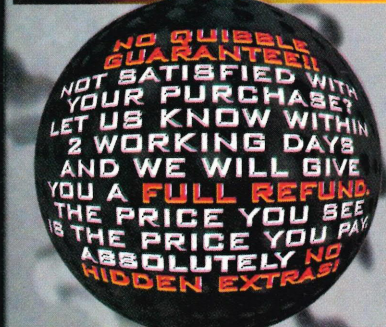
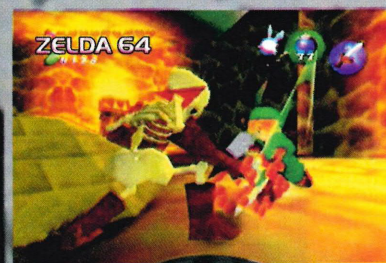
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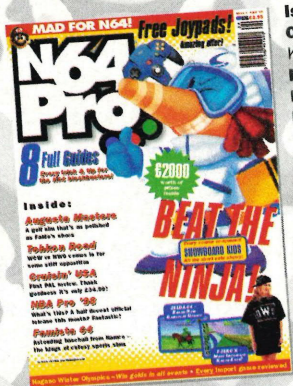
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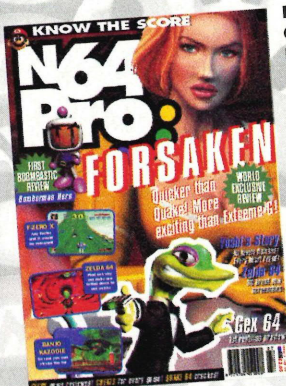


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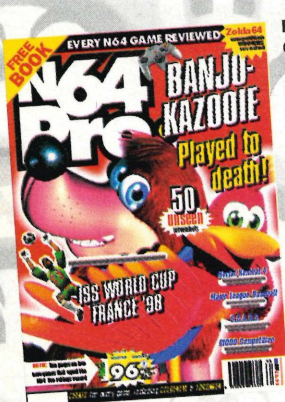
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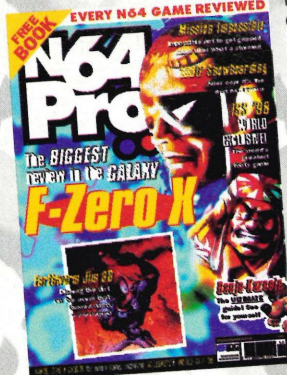
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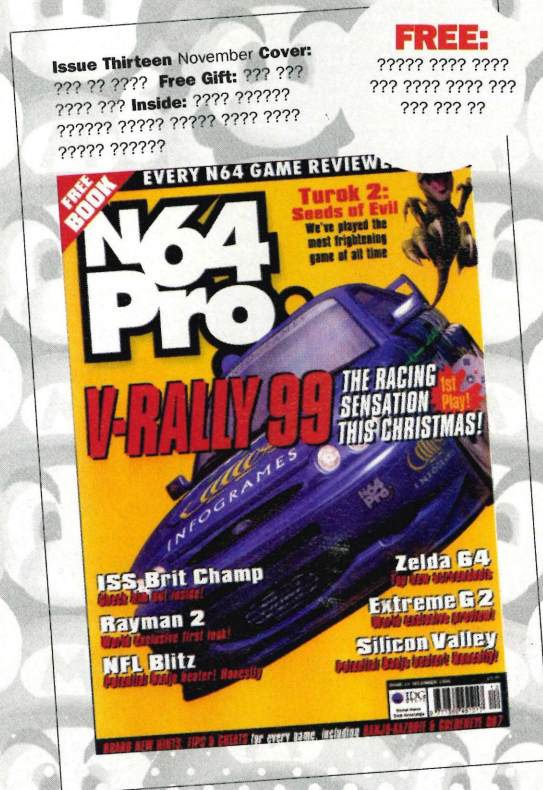
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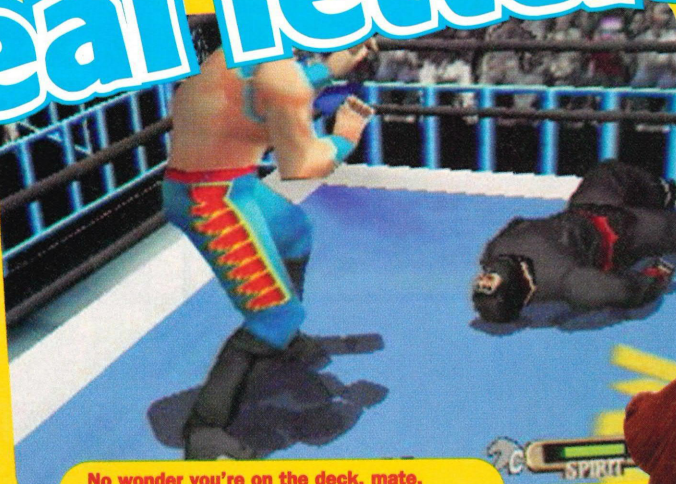
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# YOU RE

## Real letters from



Fancy seeing your name up in lights? Or at least printed in the world's leading console mag? Join the N64 Pros - Write in enclosing a recent picture of yourself



No wonder you're on the deck, mate.  
 Fancy wearing a mask with no mouth-hole

### 64bit Fate

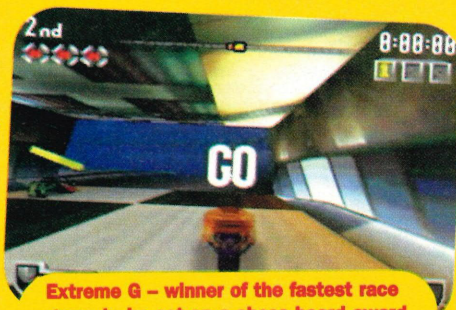
FIRSTLY I would like to thank you on a great magazine - it is the best I have read. Do you believe in fate? Well, after I have told you my story about how I got my hands on the world's greatest machine you will believe too.

All my friends have PlayStations and I thought I would get one too, big mistake. So all that day I played it - the games were good, but not great. So that night when I was in bed someone broke in to my house and took it. Boy did they get a raw deal.

Of course I was very upset for all of 30 seconds. But I knew the insurance would cover it. This time I took a minute to think about what I was going to buy and this time decided to buy an N64 with GoldenEye.

What can I say but 'Thank-you robber, this game is unbelievable, so the first thing I did was get all my friends 'round - their mouths dropped! Since then I've got game after game. I have GoldenEye, WCW vs NWO, FIFA '98, Extreme G, Banjo-Kazooie, Turok, DKR, Pilotwings, ISS

My advice to you is if you nick something, then nick something like an N6499



Extreme G - winner of the fastest race game to be set on a chess board award

64, Super Mario 64 and Mario Kart.

I would just like to thank my robber again and I hope you have great fun playing the PlayStation. Some chance! My advice to you is if you are going to nick something, then nick



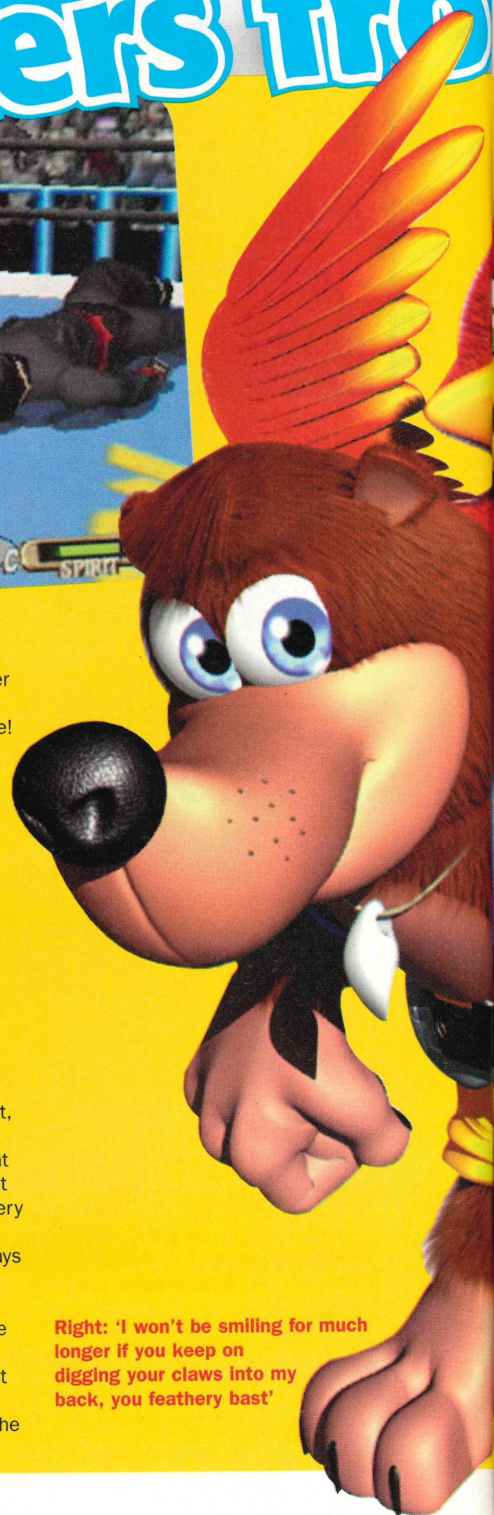
something worthwhile like an N64.

**Christopher Nugent,**  
**Toomebridge,**  
**N. Ireland**

### Some of us have Both

FIRST of all, let me say that I think your magazine is excellent - the best, in fact. I'm not just doing the usual 'sucking up' routine, I just don't want you to get the wrong idea about what I'm going to say. Why is it that in every issue and almost every review you slag off the PlayStation? You're always saying things like, 'Most of all buy it just to prove all those P\*\*\*Station owners just who really does have the best console on the planet.'

It's as though you have some sort of complex and have to constantly remind yourselves of how you view the

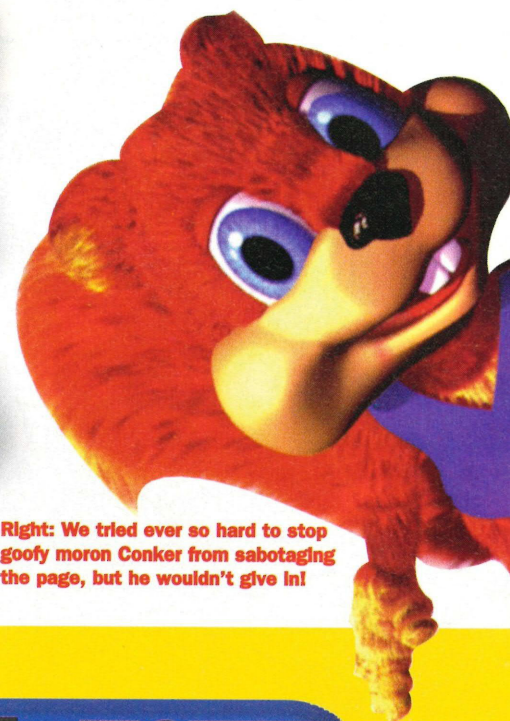


Right: 'I won't be smiling for much longer if you keep on digging your claws into my back, you feathery bast'



# CKON?

## m real gamers



Right: We tried ever so hard to stop goofy moron Conker from sabotaging the page, but he wouldn't give in!

### LETTER of

We noticed that, too

**F**IRST of all, I would like to know why everyone starts their letters off with 'firstly' or 'first of all'. Secondly, if I had a tenner for every time I won a fight with a mate that N64s are better than PlayStations I could subscribe everyone to my favourite magazine, N64 Pro.

That's another thing, I'm really pissed off with other magazines. I missed a lot of N64 Pros when I got my N64 at first because I bought other (crap) mags with rubbish reviews and useless gifts.

The main reason I am writing is to ask for your help. I was thinking of buying an adaptor to play Jap/US games because I heard their games are better - I was told the Jap version of Snowboard Kids was faster than the UK version which I bought and only like on



GOLDEN MARIO AWARD

### the MONTH

multi-player levels because it is slow.

Where could I get Jap/US games from and do you think they are really worth the little extra cash?

Scott Maxwell, Glasgow

**N64 PRO:** Any decent independent games store (i.e. not a big 'official' supplier like HMV, Game or Electronics

Boutique) should be able to sort you out with an adaptor and a game of your choosing.

As to whether it's worth paying a little more, it depends on a) How much money you've got to spare, b) How impatient you are to get games the moment they're released, as often they come out abroad before they hit Britain, and c) How obsessed with speed you are as generally foreign games tend to run a bit faster

• Scott Maxwell wins the Golden Mario Award and an N64 game of his choice

First of all I would like to know why everyone starts their letters off with 'firstly' or 'First of all'. Secondly, if I had a tenner

Above: We're going to be printing bits of your letters from now on, so try and write legibly. Or else we'll just take the mick

N64 in comparison to the PlayStation. It's a fact that many N64 owners also have a PlayStation (like myself) and enjoy both consoles.

They both have qualities which are superior to each other. The N64 has great games (ISS '98, Banjo-Kazooie, GoldenEye etc.) and so does the PlayStation (Gran Turismo, Resident Evil, Final Fantasy VII etc). Now as I say, please don't get me wrong. I will not buy a game until I've read your reviews, but please remember that whilst the N64 is a fantastic games machine, so too is the PlayStation and I'm sure many people feel the same way as I do.



Robin Hopkins, Droitwich

### Train Station

HELLO! I am an N64 owner, and a proud one at that! At school I know many 'Train Station' owners, in fact one of them sits to the left of me in my maths class, while a fellow N64 owner sits to the right of me. And we frequently have the same conversation. It starts when Mike says, 'The N64 can't be any good. Just look at the review scores for games such as FIFA 64!'

But in return we say, 'Yes, but that is only because the N64 has higher standards! For example, if FIFA 64 was on the Train Station it would most probably have a higher score than on the N64.' Then Mr Robertson (the

Maths teacher) would shout, 'Shut up, this stuff's important!'

So if you haven't got the point of this letter, I am basically trying to say that N64 games seem to get lower scores is because, compared to 'Train Station' the N64 has to live up to higher expectations. Oh, can you tell me for certain if the 64DD is going to be released in the UK. I



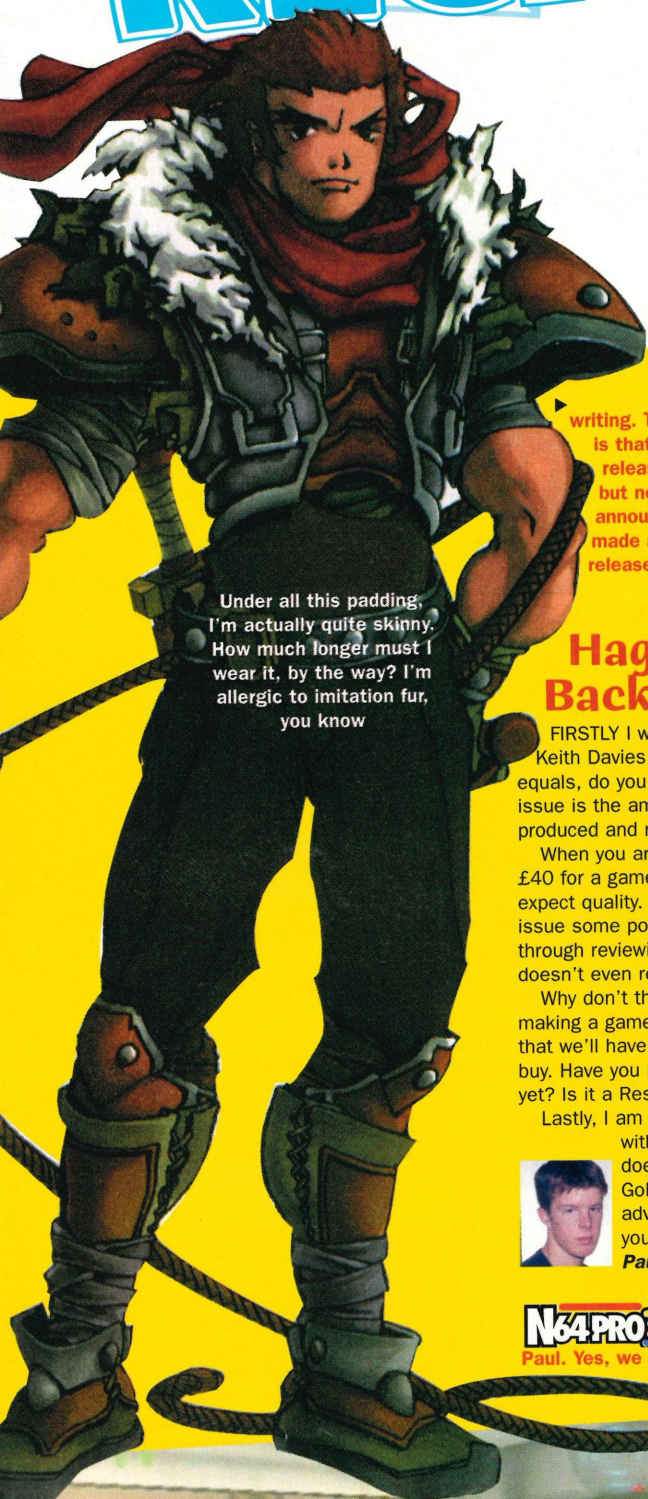
want to know this because I have heard many contradicting reports that it is, then it's not.

Stephen Tait, Fife

**N64 PRO:** The truth is, Stephen, no-one really seems to know at the time of ▶



# YOU RECKON?



Under all this padding, I'm actually quite skinny. How much longer must I wear it, by the way? I'm allergic to imitation fur, you know

writing. The latest we've heard is that the 64DD will be released in Japan in spring, but no official announcement has been made about this or a British release for that matter.

## Haggie is Back!

FIRSTLY I would like to say that Mr Keith Davies is an idiot. Women are equals, do you agree? Right, my main issue is the amount of crap being produced and released by developers.

When you are forced to pay at least £40 for a game, you demand and expect quality. I mean, almost every issue some poor chap has to sit through reviewing an awful game that doesn't even reach 50%!

Why don't they take their time when making a game? When they do they that we'll have a lot more choice to buy. Have you played Castlevania 64 yet? Is it a Resident Evil beater?

Lastly, I am bitterly disappointed with Mission Impossible. It doesn't compare to GoldenEye 007. Take my advice people, 'Try before you buy'.



Paul Haggie, Yarm

**N64 PRO:**  
Paul. Yes, we have played

Welcome back to the letters page, Castlevania 64. Although you could compare

Continued on ►  
page 105

How can I be expected to kill someone cleanly when you're calling me up on my mobile phone every five minutes?



**66F-Zero X will be absolutely fab, along with Zelda 64, South Park 64, 1080° Snowboarding and NBA Jam 99!99**

Chris Radley, Carshalton

## Keith - Right or Wrong?

Two issues ago, we printed a letter from a Mr Keith Davies from Manchester. He controversially put forward the theory that women were generally a bit rubbish. He can't possibly have realised what a can of worms he would open up...

### Keith's Wrong #1

FIRST of all, Keith is an obnoxious b\*\*tard who makes me physically sick. Me and my brother both have an N64 and yes, we do like different games.

My brother owns GoldenEye, Lylat Wars and FIFA '98: Road To The World Cup - I own DKR and Banjo. On this note I would like to add that if Banjo is so crap, why are computer magazines so keen to fill their pages with maps and cheats?

And why the hell did it get 96% and you can't say that all the votes were given by girls as mentioned in issue 11 that 98% of N64 Pro readers are lads, although there is nothing to say that this is either a lads' or lasses' magazine.

I know plenty of girls who love football as you put it. Okay, I admit I'm not one of them and watching the match my bro is in is as far as my passion for football goes, but my appreciation for computers is a totally different subject.

From a very early age I have owned a variety of computers such as a Sega System, Amiga, Game Boy, PC, laptop and an

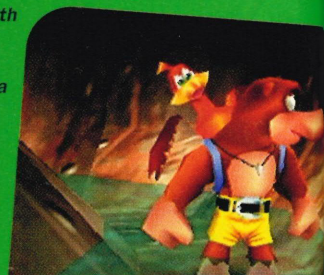
N64, and I have to say I have traded them all in with the exception of my Game Boy for an N64.

DKR was the first game I bought for my N64 and I completed it in a very short space of time. I still go back to it as often as possible as it is such a great game, but both my brother and I found that Banjo is even better.

To bring my letter to a close I was wondering how old Keith is, and if he has a girlfriend, because if he doesn't and is wondering why, with Keith's sexist attitude a hairy b\*\*tard like Banjo has more chance of pulling than



anyone like Keith.  
**PS** Keith - chain yourself to a chair so it stops you talking out of your arse  
Gemma Mason, Grimsby



Banjo takes the man's role in the picture - carrying his bird. Or something

### Keith's Wrong #2

OBVIOUSLY this guy Keith has recently had a bad experience with the fairer sex, that he'd had ten pints of lager and the obligatory curry with 'the lads' before stumbling out of his pit to write that vitriolic shite.

Ever since we got into the wonderful world of Nintendo on the SNES, my Mrs and me have enjoyed countless RPGs, platformers, racing





**“GoldenEye is very dull in the way the levels are made, they are boring, bland and look as if they have been stripped to the bare essentials”**

Martin Amos, Manchester



Left: This is what Mark looks like first thing in the morning. And at lunch time, tea time. Etc...

sims and footy games (yes, she goes to football matches as well and knows all about the beautiful game without saying 'Ooh he's got a nice bum' every 10 seconds). She is every bit as enthusiastic playing as I am. We recently finished Banjo and she was even sadder than me when the great game had finally come to an end.

Mates of mine have N64s and they tell me their other halves love gaming too, so Keith, chill out from this macho crap and you might get to talk to a girl for more than five minutes before being dumped. You never know, you might find a genuine N64, football loving gal. There's quite a few of them out there.



Nick Lewis, Solihull

## Keith's Wrong #3

In issue 13 some t\*\*t called Keith... f\*\*\* it, you know what he said, you bloody printed it. I'll bet you a tenner, Keith is a sad, pathetic recluse who has never had a girlfriend. 'Just because you know how to switch an N64 on doesn't mean you like it'. Listen sweetie, if she didn't like it she wouldn't play it, would she?

There is no such thing as a male hobby, Keith has obviously never come across the phrase 'open minded'. Brace yourself luvvie because from now on women are out on the piss and men are eating TV dinners.

**PS** I suggest you never express your

opinions in public as it's more than likely someone will rip off your... (censored) and I'd kick your ass on GoldenEye deathmatch any time. Oh and by the way, leave poor ol' Noely alone - you rock Noely mate



Niz, Taunton

## Keith's Wrong #4

How amazed I was to find that you'd bother to print a letter from someone who's obviously just trying to stir. I'm referring of course to Keith Davies from Manchester whose opinions initially angered me. My feelings turned to pity when I realised that Keith is obviously someone so pathetic that he feels threatened by women and uses his love of football and computers as a crutch to prop up his dwindling masculinity.

It's blatant that he feels so inadequate as a man that he has to verbally assault those females who dare to invade those 'masculine' activities, probably the only ones that he's able to handle himself. Does this stem from an overbearing mother? Or is it simply that prior to putting pen to paper he had his ass whipped at Mario Kart or was pumped full of lead in GoldenEye by his kid sister in front of all his mates!

Grow up. More women involved isn't necessarily a bad thing. It's the working women in this country who create the disposable income that allows leisure industries to flourish, so tell me, what do you want that income spent on?

Why don't we have a show of hands for all those men who would like a wife who doesn't complain when the lads come 'round on a Saturday for the match (I'd stock the fridge and heat the pizza) and who understands

just how important it is for you to have the latest away shirt. While we're at it, let's do the same for all the men who would like a wife and/or girlfriend who, rather than spend the weekend dragging you 'round Do-It-All discussing dado rails and contrasting curtains, instead suggests popping to Woolies to see if F1 is in yet?

Don't be scared. Realise how lucky you are if by some miracle one of us sees through this macho crap surrounding you to the potential decent human inside then hold on tight! And if after my wake-up call you still truly believe that women should stay away from 'man stuff' then tell these male superstars who model to quit their girly activities then maybe we won't have to listen to the likes of Ginola telling us to 'Vash zee strength back een!'

**PS** I'm a subscriber, life-long Celtic supporter, expert gamesplayer and all-round babe!

**PPS** On the Scotland/England debate, I am Scottish and live in Scotland, but support England. My mother is English and during S/E matches my parents would bribe us to support their favourite team. If we held out, Mum

would offer ice cream from the van so my siblings and I always supported England!



Sharon Frank, Fraserburgh

## Keith's Right #1

A big well done to Keith Davies in issue 13 for daring to write that about women. I'm sure he got loads of slaps for it off any women friends he has.

**PS** This is the best mag I've ever read!

Will Bailey, Cambridge



## Keith's Right #2

I totally agree with Keith. All female N64 owners probably treat their machines like handbags - just a nice little accessory to have like high heels. Either that or they paint them pink, stick hearts all over them and put them on their dressing tables next to their collection of Barbie Dolls.

Women should also realise that when playing a game like Lylat Wars an advert for Happy Homemaker magazine does not pop up between levels.

What it basically boils down to is this - women are too thick (blonde ones are especially disadvantaged) to use any electrical appliance (except a microwave), so my message to you is this: make the beds, polish the ornaments, Hoover all rooms, do the dishes and have my dinner on the table now love if you don't mind.



Peter Crapp, Derry

## N64 PRO:

Four for and two against - that pretty much accurately reflects the massive response we've had to Keith's rather controversial letter. The message is clear - women can and do play N64 games. Anyone fancy entering an N64 Pro-sponsored lads vs lasses GoldenEye deathmatch contest? Write to Lads vs Lasses Deathmatch at the usual address saying whether you're a man or a woman.



Michael Schumacher takes on Michael Schumacher. But who'll win?

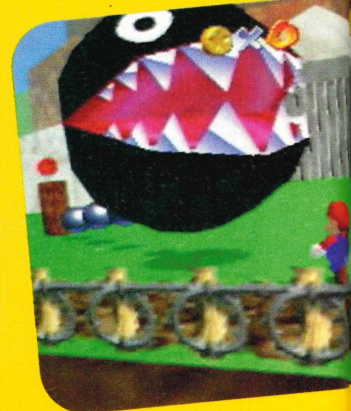


# YOU RECKON?



Germany and Italy need some serious re-building after the World Cup. Which isn't the case for the scintillating ISS '98

66 Since Ince and Ravanelli were used to promote ISS '98, their international careers have had a 'mare99



## Question

This is the bit where we cram in loads of short(ish) questions and answers, usually edited from longer letters and answer 'em all using our genius knowledge of the world of the N64

**Q** ive notist the amount of great stuff youve given away issue 9 for exsample you gave a game of THEIRE choice... And finily ive past mario 64 pretty easeilly could you tell me some hard soot em ups?

*Robert Berthoud, Frimley*

**A** The hardest soot'em-up we've seen is the Chimney Sweep Simulator... no seriously, we're still waiting for a particularly taxing one on the N64. The best one is undoubtedly Lylat Wars, but it's far from hard

**Q** Are there any more challenging games out at the moment because any games I own I complete within a single week!

*Paul, Confused N64 fan, Pinner*

**A** Body Harvest, Zelda 64 and Rogue Squadron - all out in time for Christmas - should all prove pretty tough cookies!

Right: A picture of Noely on his way to work yesterday





**“In your review of Super Mario 64 you said it's one of the finest video games ever and I totally agree”**

Mark Green, Hayes



**“My ideal game is The Best Football Sim In The World. The name sounds weird, but it might attract big football lovers”**

Lumbi Nicholas, Greece

## & Answer

**Q** Are there any more people from Telford with N64s as I would love to buy some games from N64 Pro's Swap Shop?

Mrs T Jones, Telford

**A** Check out this month's Swap Shop, Mrs T, and you might just be pleasantly surprised

**Q** Is Forsaken very difficult to get to grips with and are the enemies easy to see?

Michael Walsh, Colby, Isle Of Man

**A** Initially, Forsaken can be a bit disorientating as the game's set in a 3D labyrinth and you're on floating bikes rather than on foot, so sometimes it's difficult to know whether you're upside down or back to front.

Not only that, nearly all the buttons on the control pad are used so it can be a bit daunting. However, the good thing about Forsaken is that there are several control configurations to choose from and once you do get the hang of floating around in a massive labyrinth you'll be well away.

As for the enemies, they're as clear as day – although they never stay still for very long, so you'll have to be quick

**Forsaken – where you can die of overdosing on the colour purple**

► the two in terms of 'horror genre' they aren't particularly similar in terms of gameplay or graphics, and since Castlevania isn't even finished it would be wrong to compare the two. Put it this way, we've got a hunch the size of Quasimodo's that it'll prove a Resident Evil beater in the fullness of time.

### NWO me money

I bought WCW vs NWO World Tour for the N64. It only took me one run to get the extra fighters, but the kids play it to death. I played the PlayStation version and there isn't that much difference between them, so was the extra cost of the N64 version worth it? If not, there are more games coming



out on both formats, so why pay more for the N64 version?

Declan Doyle, Newry



A bit of a peculiarity has arisen here! WCW vs NWO has never appeared on the PlayStation, so I guess you're either talking about either WCW vs The World or WCW Nitro on the PlayStation.

To answer your question, from our experience games that have been released on both formats are generally a lot better on the N64 – ISS '98, NFL Blitz and Duke Nukem to name but three and from this moment on the cost argument doesn't come into it as apart from Zelda 64 (£49.99) all new N64 games are to be £39.99 – the same price as PlayStation games – unless of course you're buying Platinum (i.e. 'old') games on Sony's 32-bitter.

What you've got to remember is that not everyone can afford both formats and if you do come across games that are pretty similar on both consoles the only reason is laziness on the developers' part or the game's publisher wanting to cash in on the success of the game on the machine on which it was originally released.

### Teletext Scare

The other day I was reading through the Digitiser teletext pages and was shocked to find a worrying fact. It stated that Sony were outselling Nintendo 8:1 since their recent price cuts. And this is worrying.

The reason they gave was due to the imminent release of Sega's Dreamcast, but mainly because of the new batch of excellent games due from Nintendo at Christmas (e.g. Zelda 64, F-Zero X, Silicon Valley, Turok 2 etc.).

People have commented on this situation before, but I didn't realise it was so bad. Is it possible that Nintendo will fail? Quite frankly I doubt it, but you have to agree these are worrying figures.

**PS** Doesn't Rusty Bucket Bay piss you off? It's too hard, harder than Click



Clock Wood in fact and is stopping me from completing Banjo 100%.  
Toby Parker, Winchester



It wouldn't matter if Sony were

outselling Nintendo 100:1, we'd still be here writing N64 Pro for you and you'd still be buzzing off the N64's brilliant games – of which there'll be 100 to choose from in total come Christmas, some selling brand new for as little as £29.99. You see, Not as many N64s have been shipped to Britain as PlayStations, nor has it been around for as long as Sony's 32bit machine so the figures you quoted (which aren't necessarily true for that matter) are inevitable. Stick with

your N64, as we're doing, and you'll reap the benefits come Christmas and beyond. See also the next letter from a fellow reader Toby, sit down and relax in front of your N64 in the company of your favourite game

### Killer!

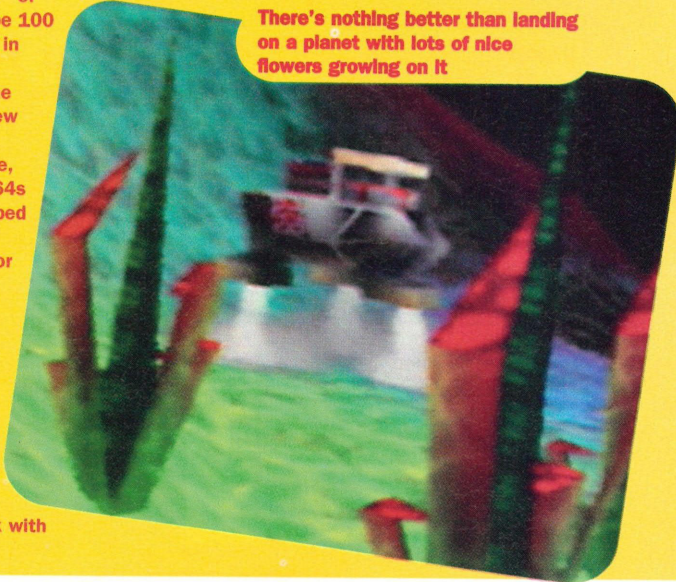
I have just recently purchased an N64, the main reason being the upcoming Body Harvest which is just looking killer! With such excellent titles as GoldenEye, ISS 64, WCW vs NWO and Turok all available cheap second-hand and such creamingly good looking games as Body Harvest, Zelda 64, WCW vs NWO Revenge, Turok 2 and Perfect Dark to look forward to, I see a healthy future for this little black box.



I'd say it's just about the only current console with a healthy future.

Peter Crellin, Isle of Man

**There's nothing better than landing on a planet with lots of nice flowers growing on it**



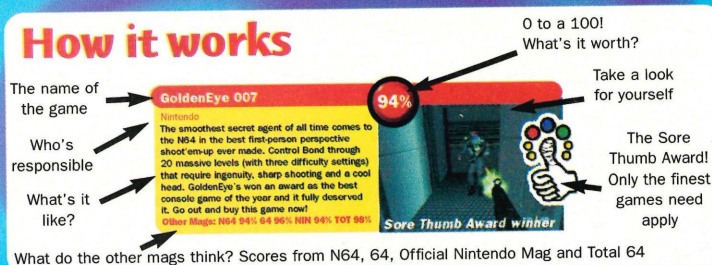


N64 PRO

# DATABASE

There're so many explosive N64 games fighting to be played that we've split them into gangs so you can spot the top boss from its foolish followers. With **EVERY N64 GAME EVER MADE** and scores that make sense, N64 Pro is the only mag to hang out with - **Mark**

## How it works



## SHOOTING

**Uzi 9mm: GoldenEye 007 94%**  
**Water Pistol: Star Wars: SOTE 60%**

### Aerofighters Assault

Titus

Get into your jet and take to the skies in this aerial shooter from the makers of Pilotwings. We had high hopes for this one, but the blend of flight sim and shoot'em-up barely takes off, let alone strikes against the enemy. More a case of Top Gun than Top Gun as you plod around the skies randomly searching for bad guys. Stick with Pilotwings for all your flying action.

Issue 4, Feb '98



### Buck Bumble

UBISOFT

Take control of a not-so-humble bumble bee and kick off in a fight against the almighty insect herd. Everything looks huge as you roam around the garden as a tiny insect, but despite having a wealth of good ideas and plenty of novelty value Buck Bumble failed to deliver the goods. The graphics are great but all the brilliant design is lost amongst the terrible amount of fogging.

Issue 13, Nov '98

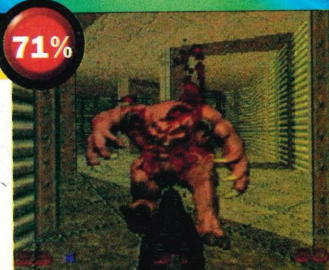


### Doom 64

GT Interactive

The original first-person shoot'em-up hits the N64 in style. All Doom's trademark guns and monsters are now portrayed using the N64's lush graphical capabilities and it looks better than ever. Many people think this is the best shoot'em-up ever made, but it's well past its prime and the basic gameplay is too simple when compared to the other N64 shooters.

Issue 3, Jan '98



### Duke Nukem

GT Interactive

Duke Nukem is murderous mayhem in a fast and frantic style as you take out alien scum with an arsenal of weapons and high explosives. A wealth of levels and a four player death-match makes Duke Nukem a worthy cart for shoot'em-up fans. But be warned, nobody does it better than Bond, so get GoldenEye first. If Bond's not enough for you then have a word with the Duke.

Issue 3, Jan '98



### Forsaken

Acclaim

A stunning 3D shoot'em-up that flew into the office and promptly recieved a stamp of approval. Imagine Quake 64 with flying bikes and incredible realtime lighting effects. The graphics are amongst the best we've seen on the N64. The one player game is excellent thanks to some really great artificial intelligence and the multi player game's not bad either.

Issue 9, Jul '98



### GoldenEye 007

Nintendo

The smoothest secret agent of all time comes to the N64 in the best first-person perspective shoot'em-up ever made. Control Bond through 20 massive levels (with three difficulty settings) that require ingenuity, sharp shooting and a cool head. GoldenEye's won awards for its brilliance and it fully deserved them. Go out and buy this game now! Right NOW!

Issue 1, Dec '97



### Hexen

GT Interactive

A medieval version of Doom that replaces the hi-tech weapons with maces and magic. Old fashioned in every aspect with blocky garish graphics and tired gameplay. Even Doom 64 is better than this and that's starting to look a bit long-in-the-tooth on the all powerful N64. Get the more modern GoldenEye and leave this ancient blaster back in the Middle Ages.

Issue 3, Jan '98



### Lylat Wars

Nintendo

This sequel to the stunning Starwing on the SNES is a perfect example of how to update an old classic. Lylat Wars is an absolute stunner that breaths new life into shoot'em-ups with excellent cut scenes, breathtaking graphics, tons of atmospheric speech and brilliant sound effects. You just can't fault a game this good. Outstanding work from the big 'N'!

Issue 2, Xmas '97





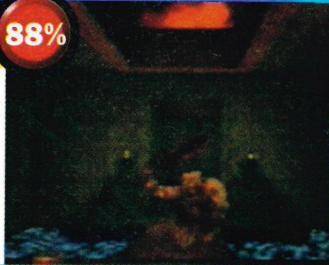
## Quake 64

GT Interactive

Quake is the true sequel to Doom and has the same dark and moody atmosphere. Run around mazes filled to the brim with evil creatures, and they're just waiting to be blown to smithereens by your wide variety of large guns. Every bit as good as the 3D enhanced PC version (which was amazing), but still nowhere near the sublime quality of GoldenEye, the best 3D shooter ever.

Issue 7, May '98

88%



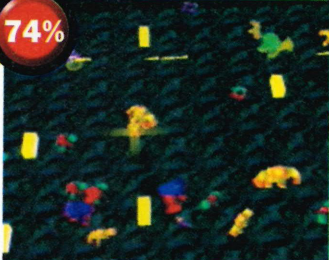
## Robotron 64

Crave Entertainment

A classic shoot'em-up from 1982 is revamped and thrown onto the N64 for a new generation to enjoy. The graphics are more than a bit basic these days, but the action is as much fun as it ever was. You run around a square blasting everything in sight. It's a bit too simplistic for most people, but good fun for those ancient enough to remember the original.

Issue 7, May '98

74%



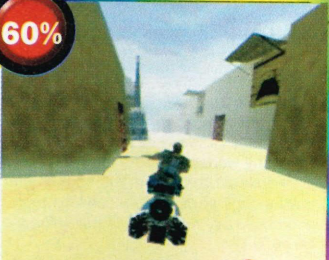
## Star Wars: Shadows of the Empire

Nintendo

One of the biggest disappointments so far on the N64. Despite having the best license in the world, this ended up as a hotch-potch of different games that failed to hang together. The flying sections are reasonably okay, but the Doom-clone sections are appalling and the whole lot was a let-down for Star Wars fans. Have patience young Jedi, wait for Rogue Squadron.

Issue 1, Dec '97

60%



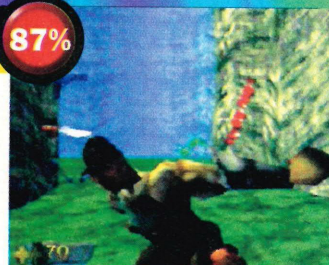
## Turok: Dinosaur Hunter

Acclaim

The bloke from Doom pays a visit to Jurassic Park in this dinosaur slaying extravaganza. Great graphics complement the violent gameplay as you run around hacking, shooting and generally obliterating everything. Making dinosaurs extinct is great, but there are too many jumping and platform sections. A great game, but Turok 2 is on the way and that looks even better.

Issue 1, Dec '97

87%



# RACING



Ferrari F40: F1 World Grand Prix 94%

Robin Rollant: Cruis'n USA 41%

## 1080° Snowboarding

Nintendo

Strap a plank of wood to your feet and hit the snow filled piste with this thoroughly wonderful snowboarding game. 1080° is a flawless reproduction of the wet white stuff with beautiful scenery and the finest animation ever seen. The game itself is great fun in both single and multi-player modes and the time-attack and trick sections will have you glued to your N64.

Issue 4, Feb '98

93%



Sore Thumb Award winner

## Aero Gauge

ASCII

Tear around futuristic courses in this F-Zero wannabe. Fast gameplay, but the speed has been bought at the expense of the graphics. The tracks are a bit bland and there is a lot of fogging and pop-up that sometimes make the track disappear entirely. Possibly the most argued about score to date and a lot of people hated it. Take a good long look before you buy.

Issue 5, Mar '98

86%



## Automobili Lamborghini

Titus

Unfortunately, the French company Titus seem to have been more inspired by a Citroen 2CV than a Lamborghini. Desperately dull gameplay and twitchy controls make this an awkward and unrewarding experience. F1 World Grand Prix has shown us just how good an N64 racing game can get, so buy that and leave your Lamborghini sitting in the garage.

Issue 4, Feb '98

76%



## Cruis'n USA

GT Interactive

This was good fun in the arcade, but by the time it appeared on the N64 it was old and out of date. The bland graphics and jerky animation were combined with sluggish and unpredictable gameplay to ruin any fun factor the arcade game had. To top it all the cruise (and the entire game) can be completed in less than five minutes. Cruise past this game in the shops.

Issue 6, Apr '98

41%



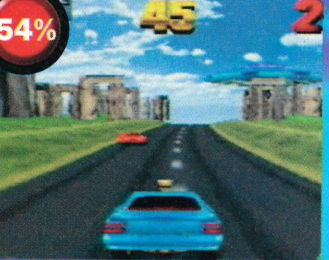
## Cruis'n World

Nintendo

Far better than its predecessor (Cruis'n USA), but still not good enough to cut it on the N64. Cruis'n World is firmly based in an arcade-style that places entertainment above reality with wheelies and jumps. The graphics are a vast improvement, but this only highlights the poor gameplay. Dull to play and still too easy to finish. Don't book a place on this cruise!

Issue 13, Nov '98

54%



Check out Daisy from Body Harvest. She'll be joining the Shooting gang next month, swelling its ranks and maybe even challenging GoldenEye for the Top Boss position





## Diddy Kong Racing

Nintendo

Jaw-droppingly outstanding, DKR takes Mario Kart 64 and improves it in every way. Fantastic graphics, great gameplay and you get to race karts, planes and hovercraft through a huge variety of tracks. The single player mode is an interesting adventure that's a real challenge and the multi-player game is one of the best ever made. Buy it – it's the law.

Issue 3, Jan '98

96%



Sore Thumb Award winner

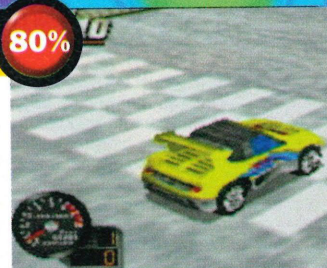
## M.R.C

Ocean

One of the first true racing games for the N64. The action takes place Sega Rally-style over three courses (with a mixture of both on and off-road racing). There's only three tracks which ruins everything though. By no means the worst N64 racing game we've ever seen, but still far from the best. Get F1 WGP if you're after a serious car racing game.

Issue 1, Dec '97

80%



## Extreme G

Konami

Ride futuristic bikes in this blindingly fast racing game. Extreme G is certainly no slacker and on the rare occasions it slows down you might have time to notice the amazing graphics. This is a fine racing game complete with four player racing and battle modes. The sequel is on the way though and that's even better, so it might be a good idea just to hang on for a bit longer.

Issue 1, Dec '97

91%



Sore Thumb Award winner

## San Francisco Rush

GT Interactive

This one caused mixed opinions in the office. Alex and I thought it was treat, whilst Steve and Noeli decided it was rank. Realism is abandoned in favour of gravity defying jumps and ludicrous shortcuts. The graphics are garish, the sound is laughable and the controls aren't perfect, but despite all that this still managed to be great fun. Just don't expect anything serious.

Issue 3, Jan '98

88%



## F-Zero X

Nintendo

Nintendo's remake of the SNES classic gets off to a flying start thanks to its unrelenting pace, wonderful controls and an amazing four player mode. Each race blows you away with speed to die for, a huge amount of tracks and 30 cars racing all at once. The only downer is the graphics which are decidedly bland. But the stunning gameplay more than makes up for it.

Issue 12, Oct '98

90%



Sore Thumb Award winner

## Snowboard Kids

Atlus

A truly wonderful racing game that appeared out of the blue and took the N64 Pro office by storm. Race down varied and cunningly designed ski slopes, all the time pulling stunts and collecting weapons. At the end you scramble onto a ski lift that takes you back to the top, making laps possible in a downhill race. Not as good as Diddy Kong Racing but still a lot of fun.

Issue 7, May '98

84%



## F1 Pole Position

Ubi Soft

This was an average racer to begin with and the recent release of F1 WGP only highlights how much better a F1 racing game can be. The graphics are bland, the game is boring and the controls are wholly unrealistic. F1 Pole Position sits in the pits whilst F1 WGP takes pole position, stays in the lead and goes on to win the race. Don't confuse the two!

Issue 1, Dec '97

70%



## Top Gear Rally

Kemco

An interesting rally racer with some excellent car dynamics. The suspension is incredibly realistic and the car responds to every slight bump in the road. The graphics are a bit bland though and it feels sluggish at first, but as you earn faster cars the game becomes a real speed challenge. Not as good as F1 WGP but still one of the best racing games you can buy.

Issue 3, Jan '98

87%



## F1 World Grand Prix

Nintendo

F1 WGP is astounding, and puts all the other racing games we've ever seen on any system to shame. The photo-realistic graphics compliment the stunningly accurate realism and almost sinister attention to detail to the races. This is an F1 fan's dream come true as everything that happened in the 1997 season is magically recreated, but with you behind the wheel.

Issue 13, Nov '98

94%



Sore Thumb Award winner

## Wave Race

Nintendo

Don your wet suit and go jet-ski racing in one of the finest racing games ever to grace a home console. The graphics are wonderful and the water effect is so realistic you want to wear flippers whilst playing. A challenging championship mode, an excellent two player mode and a highly original stunt mode give this a long life. Brilliant stuff!

Issue 1, Dec '97

91%



Sore Thumb Award winner

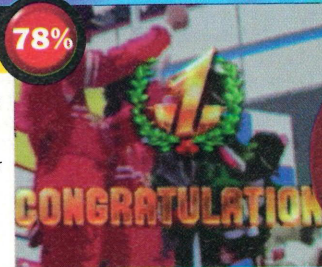
## GT 64

Ocean

An average racing game that falls short in almost every aspect. The graphics are okay until they move then everything jerks around like a film from the 1920's. The handling is just plain wrong and it feels nothing at all like driving a car as you just bounce around the walls of the track. If you're after a realistic racer then go for F1 World Grand Prix and leave this alone.

Issue 11, Sep '98

78%



## Mario Kart 64

Nintendo

Mario Kart makes a stunning debut on the N64 with great graphics and a stunning four player mode. The characters are huge and well detailed and it's great fun to play, but the power-ups make the multi player mode more a game of luck than skill, which can be annoying. Diddy Kong Racing is a better game, but Mario Kart still has a special place in our hearts.

Issue 1, Dec '97

91%



Sore Thumb Award winner



◀ Diddy Kong races around in one of the best games for the N64





There was an almighty scrap in the Fighting gang when MK4 attacked Fighter's Destiny. Despite being a vicious fighter, MK4 didn't have enough new moves to win the battle

# FIGHTING

**Jean Claude Van Damme: Fighter's Destiny** 89%  
**Big Girls Blouse: Mortal Kombat Mythologies** 28%

## Bio Freaks

GT Interactive

An absolute bloodbath of a beat'em-up from Midway. Up to two players can hack each other apart limb from limb in Monty Python-esque Black Knight fashion including a ludicrous amount of blood. This beat'em-up got a cheer from most of the N64 Pro crew along with shouts of 'none shall pass' and 'tis but a flesh wound.' Not perfect, but great fun anyway.

Issue 10, Aug '98

82%



## Clayfighter

Interplay

Oh dear! What's this deeply poor game doing on our super console? Flat 2D characters are badly animated and combined with abysmal gameplay and sluggish controls. Not the best start and the dubious, and frankly unfunny, attempt at humour doesn't help either. I could go on, but let's just say this should have been 'Kiln at birth' (Get it?) Nevermind!

Issue 4, Feb '98

33%



## Dark Rift

Vic Tokai

An early attempt at a beat'em-up on the N64 which is by no means the worst, but certainly not the best. The characters are interesting, but the graphics are bland and the gameplay is shallow and uninvolved. It's fun at first but soon becomes a bore. Dark Rift was never the best N64 beat'em-up and these days Fighter's Destiny and MK4 beats this into a pulp.

Issue 2, Xmas '97

71%



## Dual Heroes

Hudson Soft

Power Ranger look-a-likes do battle in this uninspiring beat'em-up. The graphics are garish, the design is pug-ugly and the fights are weird and disjointed. The game has some okay ideas, such as the mirror mode where the CPU learns your moves and uses them against you, but it's not enough to rescue this dire effort. Do yourself a favour and choose a better beat'em-up.

Issue 5, Mar '98

35%



## Fighter's Destiny

Ocean UK

A great fighting game with a true arcade look and feel to it. The graphics are a bit bland but apart from that this is one of the best beat'em-ups you can buy. Mortal Kombat 4 is slightly preferred in the office (despite its lower score) but that's only because we're suckers for the blood and gore. If it's fighting action you're after then you can't go wrong with either game.

Issue 5, Mar '98

89%



## Mace: The Dark Age

GT Interactive

A hack 'n' slash fighting game with enough dungeons 'n' dragons inspired characters to keep even the most ardent warlocks happy. Despite the dodgy character design the graphics are good and the backgrounds are fully interactive. But Mace still fails to fully deliver the goods and ends up as a rather lacklustre affair. The fun is short-lived and soon wears off.

Issue 3, Jan '98

78%



## Mortal Kombat 4

Midway UK

Mortal Kombat finally goes 3D and turns out to be one of the best beat'em-ups ever made. Take control of one of 15 ludicrous nut-jobs and try to disembowel all the other psychos. The trademark blood and gore is splattered throughout the game and it now looks better than ever. The action is fast and furious and it plays just as well as the 2D Mortal Kombat games. Great!

Issue 11, Sep '98

83%



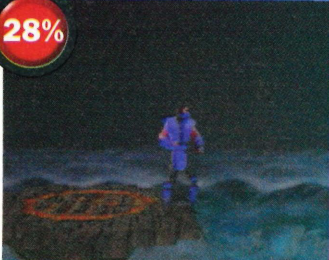
## Mortal Kombat Mythologies

GT Interactive

A horrible mixture of beat'em-up and 2D platform game that leaves a sour taste in the mouth. The graphics are ridiculously sub-standard (they'd look bad on a SNES) and the gameplay is nothing short of horrifying. Even die-hard Mortal Kombat fans have to admit that asking 40 quid for this is laughable. Do yourself a favour and steer clear.

Issue 6, Apr '98

28%



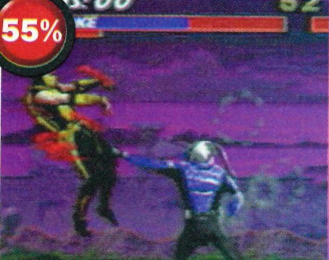
## Mortal Kombat Trilogy

Midway

The Mortal Kombat series has bludgeoned its way through videogaming history with all the finesse and style of Noely at a Miss World competition. The 2D MK games were always a bit clumsy but these days it they look completely out of place on the N64. Even if you're fanatical about Mortal Kombat there's no reason to buy this now that MK4 has been released.

Issue 1, Dec '97

55%



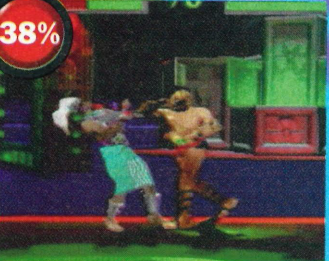
## War Gods

Midway

Midway aren't going to win many friends with this tired attempt at a beat'em-up with preposterous special moves, terrible controls and a complete and utter lack of involvement. Following a War Gods vs. Clayfighter heated debate we decided that this is still the worst fighting game on the N64. Become a pacifist atheist and just say no!

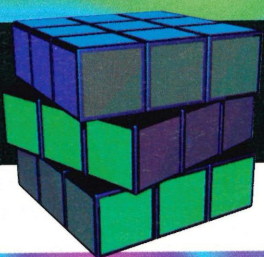
Issue 2, Xmas '97

38%





# PUZZLE



**Blankety Blank:** Wetrix 91%  
**Family Fortunes:** Tetrisphere 60%

## Bust-A-Move 2

**Acclaim**

The absolute classic puzzle game makes its appearance on the N64. Take control of two cute dinosaurs as they aim and throw coloured bubbles up the screen in an attempt to get three of the same colours touching so they burst. Simple enough with dated looks, but it's still one of the best puzzle games ever made and fantastic with two players.

**Issue 10, Aug '98**

85%



## Tetrisphere

**Nintendo**

Tetris comes full circle in this brand new spherical version. It's hard to get to grips with at first, but the lush graphics make you persevere. There are no adrenaline rushes to be found here with a somewhat sedate pace as you work your way around the puzzles. The game tends to feel a bit bland when compared to the panic-inducing original.

**Issue 8, Mar '98**

60%



## Virtual Chess

**Titus**

Chess hits the N64 and unsurprisingly fails to change our lives. Animated pieces hack each other apart until the novelty wears thin and you switch to the 2D mode – which is identical to every other chess game ever made. Virtual Chess does have an excellent training mode though and your N64 plays a mean game. Worth looking at!

**Issue 11, Sep '98**

72%



## Wetrix

**Ocean**

You'll have lots of fun if you get this splashing game. Guide falling Tetris-style blocks to build circular dams and wait for the heavens to open. Then everything becomes manically tense as you try to guide new blocks and water so that nothing is spilt over the sides. Difficult to begin with, but given practice this becomes the best puzzle game since Tetris.

**Issue 8, Jun '98**

91%



**Sore Thumb Award winner**

Q Tee is a Fly Girl chillin' with the Platform gang



# PLATFORM



**High Rise Skyscraper:** Banjo-Kazooie 96%  
**Bungalow:** Iggy's Reckin' Balls 68%

## Banjo-Kazooie

**Nintendo**

This game is a work of sheer genius and you simply won't believe your eyes when you see the amazing graphics. You take control of a bear and bird on a quest to save Banjo's sister from the clutches of an evil witch. The levels are huge with tons of detail and loads to do. Like Super Mario 64 but better (need we say any more). Just go straight out and buy it!

**Issue 11, Sep '98**

96%



**Sore Thumb Award winner**

## Bomberman 64

**Hudson**

The original video game urban terrorist returns in an all new 3D outing on the N64. Run about dropping bombs in the path of your fellow 'man and avoid blowing yourself to smithereens. The N64 version has a new adventure mode which is great fun and pretty challenging. But Bomberman is famous for the multi player mayhem which was disappointing in this version.

**Issue 4, Feb '98**

75%



## Bomberman Hero

**Hudson**

Bomberman is back with a blast in a N64 3D platform game. For the first time ever, Bomberman can jump around a variety of levels turning the traditional run and bomb game into a 3D Mazza-like platformer (with lots of explosions). Much better than the muddling Bomberman 64, but not as good as Super Mario 64 or Banjo-Kazooie.

**Issue 9, Jul '98**

83%



## Chameleon Twist

**Sunsoft/ Ocean**

A fine 3D platform game with a number of novel twists (ahem). Not least is having to perfect your tongue action to play the game. Whilst lacking the polish of Mario 64 this is still an enjoyable experience. Unfortunately it's all over far too quickly for the average gameplayer due to a ridiculously easy difficulty level. But it's great fun while it lasts.

**Issue 3, Jan '98**

81%



## Gex

**GT Interactive**

A nice attempt at a 3D platform game with a quirky sense of humour. Gex subverts all your favourite film and television shows by starring a wisecracking gecko that runs around making fun of everything from Star Wars to Bugs Bunny. It's a shame that the average graphics, sloppy controls and poor camera angles ruin all the good fun. Try something else.

**Issue 14, Dec '98**

75%



## Iggy's Reckin' Balls

**Acclaim UK**

An original mixture of platform game and multi-player racing as you take control of a ball and race around a 3D course made of platforms. The ideas original but in this instance the actual game turned out to be a dull affair with a very limited lifespan. A nice concept, but it's a shame that the final version wasn't as good as our expectations.

**Issue 13, Nov '98**

68%





## Mishief Makers

Enix

A wonderful 2D platform game like you've never played before. Control Marina, a deranged robot schoolgirl who has to rescue a kidnapped pervert scientist. The insane plot compliments this wonderfully surreal game. The gameplay is stunning, which is a good job really as the graphics are terrible. Worth getting if you see it going for a good price.

Issue 3, Jan '98

87%



## Mystical Ninja Starring Goemon

Konami

This is a weird one and no mistake. Guide Goemon around a surreal 3D world whilst talking to people about the large peach-shaped UFO that has invaded their world. The Goemon series has been praised for its inventiveness and the wealth of mini-games in this version is no exception. Only let down by the amount of time you have to spend plodding around.

Issue 7, May '98

86%



## Super Mario 64

Nintendo

The best video game ever? It's certainly up there as one of the finest. This is a true classic in every sense of the word and takes all the best bits from previous Mario games and beautifully adapts them into a highly detailed 3D world. Mario 64 took platformers to the next generation and every N64 owner should have a copy of this in their collection.

Issue 1, Dec '97

92%



Sore Thumb Award winner

## Yoshi's Story

Nintendo

Our favourite hungry dinosaur returns in an all new N64 eating fest. Yoshi hasn't made it into 3D, but this has to be the most beautiful 2D platform game we've ever seen. Very easy to complete, but the huge amount of hidden objects and special ways to score enhance its longevity. It's designed for younger kids but you should still take a look if you're into platformers.

Issue 8, Jun '98

88%



## ISS 64

Konami

Konami scores a blinder with a superb representation of our beautiful game and one that consigns all the opposition to relegation. Superbly realistic, beautiful looking with a huge array of moves and ways to score. The more you play it the better it gets, making this is a footy fan's dream. Only bettered by its (very similar) sequel but still a fine game to own.

Issue 1, Dec '97

93%



Sore Thumb Award winner

## ISS '98

Konami

No game has caught our attention and sucked up our time more than ISS '98. The best football game ever made represents an almost perfect rendition of the sport. A wealth of features complement the fast paced gameplay. You'll be hooked on finding new tactics and ways to score. Video games don't come better than this so go out and buy it - NOW!

Issue 12, Oct '98

96%



Sore Thumb Award winner

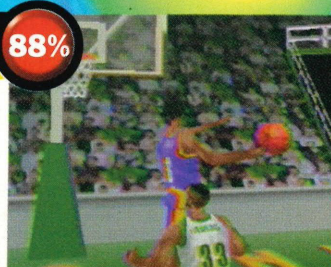
## Kobe Bryant In NBA Courtside

Gametek

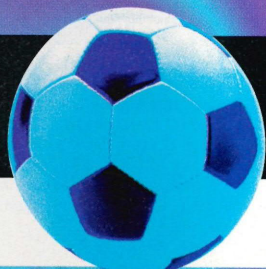
The first game to appear under the Nintendo Sports label finally gives basketball the treatment it deserves. More serious than Hangtime and less fuzzy than NBA Pro, this is a fun, action packed and easy to play basketball game that balances serious sport with playability. If you're into basketball then take a look at this.

Issue 9, Jul '98

88%



# SPORTS



Footy: ISS '98 96%

Rounders: FIFA 64 38%

## All Star Baseball

Acclaim

Serious baseball action reaches the N64 with the best graphics ever seen. Everything is in crystal clear, super sharp hi-resolution earning All-Star Baseball a well deserved stamp of approval. But, it was a bit too serious for some of the team who prefer Ken Griffey's game of ball. Well worth getting if you're into baseball as the level of realism is outstanding.

Issue 10, Aug '98

90%



Sore Thumb Award winner

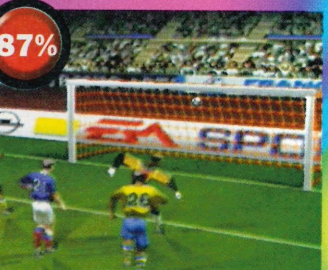
## FIFA '98: RTWC

Electronic Arts

A vast improvement on its predecessor. FIFA 98 is the footy game that FIFA 64 should have been with better graphics, improved controls and a host of neat touches. It's also got the official FIFA license with more real teams and players than you could shake a stick at. ISS is slightly better, but EA deserve a lot of credit for turning FIFA around. This deserves every success.

Issue 4, Feb '98

87%



## Madden '98

Electronic Arts

The long standing mark of excellence for American footy fans. Madden hits the N64 and promptly received a Sore Thumb Award. As good as it ever was, Madden now takes the power of the N64 and uses it to provide realistic graphics and excellent gameplay. A truly brilliant game that perfectly captures the American sport. The only problem is Madden '99, reviewed this issue

Issue 3, Jan '98

90%



Sore Thumb Award winner

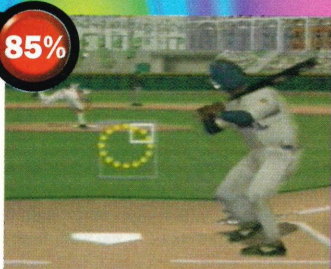
## Major League Baseball

Nintendo Sports

Another baseball game storms into the Pro office and joins the long line of games depicting the American version of rounders. Less serious than All-Star Baseball (its main competitor), and the graphics aren't as good. But in many ways this is much more fun to play. The gameplay shines and has won Ken Griffey many admirers. Take a look if ASB seems too serious for you

Issue 11, Sep '98

85%



## Nagano Olympic Hockey

Midway

Wayne Gretzky's hockey makes its third appearance on the N64, this time with all the official teams from the Nagano Olympics, but very little else. It's just as good as it ever was, but we're getting a bit tired of seeing exactly the same game appear every couple of months with just a few tweaks. Good fun but, NHL Breakaway '98 is a better game.

Issue 7, May '98

84%





# HALL OF FAME

The top ten best games we've ever seen. Buy any of these carts and you'll be glued to your N64

## 1 (1) Banjo-Kazooie 96%



### Nagano Winter Olympics

Konami

Track n' Field heads north in this snow bound sporting spectacular. Compete in 10 different events ranging from snowboarding to speed skating. If that's not enough, you'll never believe how much fun multi player curling can be (I'm being serious). A bit drab in the one player mode, but two or more players will find a great game that held up work in our office for days.

Issue 5, Mar '98



### NBA Hangtime

Midway

What this latest edition of NBA Jam lacks in technical innovation it more than makes up for in terms of gameplay. More of the same fast and frantic two-on-two basketball madness which will undoubtedly put some people off. Great for arcade enthusiasts with gravity defying moves and exploding baskets. But basketball fans should go for Kobe Bryants game of ball.

Issue 1, Dec '97

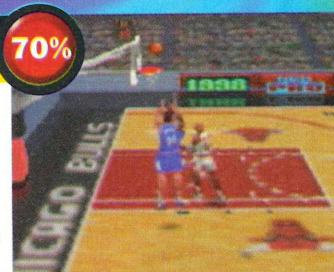


### NBA Pro 98

Konami

The second basketball game is dunked onto the N64 and unlike NBA Hangtime, this is a decidedly serious affair. All the teams and players are fully represented but the graphics are so blurry that any detail is lost in a sea of fuzz. The game itself is very tedious and you're left wondering where your money went. Go for Kobe Bryant instead and you'll be much happier.

Issue 6, Apr '98



### NFL Quarterback Club

Acclaim

Another American football game joins Madden 64, but just fails to go the whole nine yards. Graphically superb with exceptionally detailed characters and one of the first games to use the stunning hi-res mode on the N64. It looks beautiful but despite its pretty face it just doesn't play as great a game as Madden. Even so this is a fine game to own.

Issue 3, Jan '98



### NFL Blitz

GT Interactive

American Football with a difference. The difference being that it's actually fun, even for people who wouldn't know their Pro-Form setup from the posts. It looks and plays superbly with fast moving graphics, furious violence and gameplay that's simplicity itself (which is both a good and bad thing). Despite our fears over longevity this remains a firm office favourite.

Issue 14, Dec '98



### NHL Breakaway

Acclaim

The fast, frantic and violent combination of ice skates and wooden sticks is brought to life on your N64. The graphics are amazing with highly detailed, well animated hockey players. Breakaway perfectly captures the spirit of an ice hockey match and it plays like a dream. Like all the best games it's easy to get into but difficult to master. Great stuff!

Issue 7, May '98



### Waialae Golf

T & E Soft

Head for the green and whack balls around all day long with this rendition of one of the most leisurely sports. Unfortunately a good walk isn't the only thing that's ruined by this game. The gameplay is shoddy and the graphics are rubbish. This is the first golfing game to appear for the UK N64, but it's certainly not the last. So hang on for a bit longer.

Issue 13, Nov '98

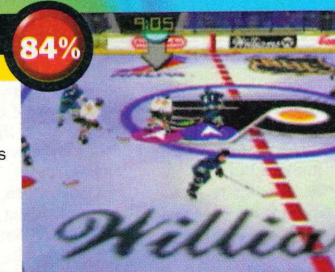


### Wayne Gretzky's 3D Hockey

Midway

This is a lightning-paced ice hockey game that mixes sports simulation with arcade action and plays at over 100 mph. The single player game is great fun, but for a real treat get some mates 'round for the four player game. It's almost as much fun as ISS '98. Whilst this isn't the best sports game on the N64, it's still a lot of fun and well worth checking out.

Issue 2, Xmas '97

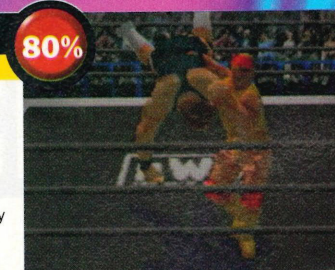


### WCW vs. NWO

THQ

Wrestling action hits the N64 with this fine beat'em-up. Some great animation, loads of moves and clever touches recreate the fun atmosphere of American wrestling. The four player free-for-all was enjoyed by practically everyone in the office. Great stuff for fans of wrestling and even haters of Hogan would enjoy this beat'em-up.

Issue 4, Feb '98



### World Cup '98

Electronic Arts

The latest instalment in the FIFA series kicks off on the N64. It's almost identical to its predecessor, FIFA: RTWC, so we have doubts about buying the same game twice. Still, it looks good and has a realistic feel thanks to the official license. There's also a Classics mode where you play teams from the 1960's. Good, but not as great as the almighty ISS '98.

Issue 8, Jun '98

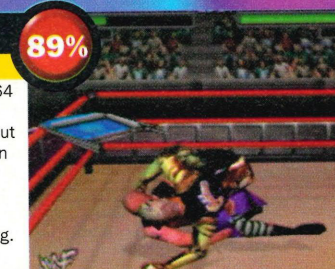


### WWF Warzone

Acclaim Out Now

The third representation of wrestling on the N64 has plenty of little touches that are sure to keep you amused (and I'm not just talking about the Lycra pants). You can even design your own wrestler in a terrifying mixture of beast-creator meets Barbie clothing simulator. Jokes aside, this is a seriously good wrestling game with great graphics and good controls. Worth getting.

Issue 13, Nov '98





# RPG/ADVENTURE

**King of the Castle: Mission Impossible** 92% **Dirty Rascal: Quest 64** 68%

## Mission: Impossible

Ocean

After countless delays this game sneaked out of high security and was exposed as surprisingly good after all. But it's not a bit like GoldenEye so don't get too excited. This adventure will tax your mental ability more than your trigger finger (which is why it's here and hangin' out with the shooters). The graphics vary between great and bland but the game is fun and challenging.

Issue 12, Oct '98

92%



Sore Thumb Award winner

## Quest 64

THQ

The first RPG to appear on the N64 turned out to be something of a disappointment. Take control of (the life of) Brian and guide him through his quest to find his father. Using the four elements of earth, wind, fire and water you can cast a wide variety of spells. Good graphics but the story is duller than dullness itself. Hang on for Zelda which should be much better.

Issue 11, Sep '98

68%



# MISCELLANEOUS

**Top Boss: Pilotwings** 91%

**Fool and the Gang: Rampage World Tour** 33%

## Air Boarders

Human

Swap realistic skateboards for Back To The Future II style hovering jet boards and head to the stunt park. Excellent graphics with well animated characters and huge tracks that are lush and packed with detail. Good fun, but the lack of a race option seriously limits its longevity. Worth looking at if you're after something different, but not a patch on 1080.

Issue 8, Jun '98

84%



## Blast Corps

Nintendo

Cause wanton destruction on a global scale with this smashing game from Rare. Use military specification demolition vehicles to clear a path for a runaway nuclear missile carrier, and destroy absolutely everything in its way. The graphics are excellent, it's refreshingly original, manically tense and incredibly addictive. Altogether this is a right good blast!

Issue 1, Dec '97

89%



## Pilotwings 64

Nintendo

Up there with ISS 64 as the N64 Pro team's favourite N64 game. Hours of pleasure as you perform hang-glider, rocket belt and gyrocopter missions. It's got a somewhat sedate pace at times but don't be fooled into thinking this is boring. As the missions progress it becomes manically hectic as you bomb around the skies trying to complete the missions. Wonderful!

Issue 1, Dec '97

91%



Sore Thumb Award winner

## Rampage World Tour

GT Interactive

Up to three players take control of George, Ralph and Lizzie to run around causing as much mayhem as possible when you're a 30 foot high Noely look-a-like. Whilst this game was 'monster' in the eighties it now has all the charm of a drunken flesh eater with bad breath. Blast Corps is a far better game of manic destruction. Leave this in the past.

Issue 9, Jul '98

33%



# IMPORT

With its own secret language, the import gang is a law unto itself. Only the most dedicated gamers need apply

## The Best...

### Famista 64

90%

A wonderful cartoony baseball game that plays like a dream. The Japanese text doesn't get in the way either. Great!



Check out our import section to get the lowdown on games from Japan and America

### Virtual Hiryu No Ken

80%

A beat'em-up with two different modes: normal and super deformed (stumpy characters). Good fun!



### NASCAR

78%

An good rendition of a fairly dull car race. Bulky American monsters race around oval tracks. It gets boring after a while.



### Augusta Masters

80%

Not a bad attempt at golf that entertained us for a while. Far from perfect though due to lots of Jap text.



### Susume

77%

Blobby Tetris is good thanks to lots of neat little sub games that make up for the simplicity of the main game. Check it out!



## ...And the rest

### Alice in Trump World 64 68%

Desperately odd game which sees Alice (in wonderland) talking in Japanese and playing a variety of card games. Avoid!

### Choro Q 48%

A similar game to Mario Kart but the Jap text ruins the games. This'll be released in the UK as Penny Racers so wait 'till then.

### Dezaemon 3D 20%

Shoot'em-up construction kit that falls on its face because of the Japanese text. Wait until an English version is released.

### Fire Electric Pen 60%

N64 version of the classic 'guide the hoop along the wire without touching the sides' game with mad Japanese speech.

### Jeopardy 38%

American quiz show where a host gives the answer and you give the question. But it's too Americanised for most people.

### Oozumo 75%

Head slapping fun is to be found in this manic rendition of sumo wrestling. It may be a bit basic, but it's a great laugh.

### Powerful Pro Baseball 5 69%

Big Head Baseball action lands on the N64 and gets a cautious welcome from us. Cute and fun but Famista is better.

### Pokemon N/A

Noely didn't give this a score because the Japanese text ruins it. Wait for the UK version of this fighting Tamogatchi game.

### Rakuga Kido 53%

Flat characters take each other apart in this insane beat'em-up. It's all a bit limited though so rent it out but don't buy.

### Puyo Puyo Sun 64 70%

Guide your coloured blobs as they fall and try to match like with like. Great two player game but a bit dull if you're on your own.

### Super Robot Spirits 47%

Limited Gundam beat'em-up where huge robots with little people in their heads kick the shiny bolts out of each other.

### Star Soldier 35%

Pathetic attempt at a 2D shoot'em-up that looks incredibly dated on the N64. And it's far too easy to complete so steer clear.

### Tohkon Road 72%

Japanese wrestling game that lacks all the fun of WWF or WCW because it doesn't have the famous personalities.

### Wheel of Fortune 59%

There's a lot of good fun (for all the family) to be found in this American quiz show. Not great, but better than Jeopardy.



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Freepost, Macclesfield SK10 4YE **T:** 01625 878888 **F:** 01625 879967 **Issue 16 on sale Dec 10.** **Thanks to:** Kev Hopgood, Brewzzer's fish, V-R\*\*\*y, Baker's gameplaying, Peggery's poetry



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